

SEGA

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**MEGADRIVE
AND
MEGA-CD**

MEGATECH



**STAR
WARS
ARCADE**

USING THE FORCE OF THE 32X



SEGA

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ISSUE **36**

SEGA
MAGAZINE



SANTA CLAUS © CLAIRE GODDARD 1994

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MEGATECH

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THIS MONTH'S TOP TIPS

1. Never enter a Virtua Racing
32X driving contest when
someone from another mag has
been practicing on the game
all week and you haven't.

2. Always read MEGA. It is by
far the greatest Mega Drive
magazine around, and this
month they review all five of
the 32X's initial releases! Talk
about an exclusive!

MEGATECH



SEGA



24 MEG

STYLE



SHOOT 'EM UP



£59.99



2



2

RELEASE DATE

OUT NOW



So the Mega Drive has finally had a bit of an 'extension'. I think RICH LLOYD might be next in the queue for one if they're as good as this 32X thingy.



The 32-X is here and contrary to what Digitiser will try to tell you, it is not simply a stop-gap machine. In fact, if we were just talking specs alone then the machine is very impressive. However, having seen *Doom*, *Virtua Deluxe*, *Star Wars*, *Metal Head*, etc... all running, the machine is even more impressive. Anyway, enough of that, and on with this review, eh? Okay, the game in question is *Star Wars*, a conversion of the *Virtua Star Wars* arcade machine, and a lot more than that besides. Being a *Virtua* game means that there are loads of these polygon things around. For those without a mathematics qualification, a polygon is a many-sided thing. Join up lots of these polygons and you get realistic looking objects that you can view from any angle, making the games far better. Honest.



32X-TRAVAGANZA

In the great *Star Wars* tradition (excluding the PC game *Tie Fighter*) it's you as one of the rebels, against the hordes of Imperial bad guys, including the big cheese, Darth Vader. The game itself is split into various

different levels including a flight through an asteroid field (while under attack), and the famous Death Star trench scene. Unlike *Silphed* and the new conversion of *Starblade* on the Mega-CD, *Star Wars* is not being streamed from a disc. As you fly your fighter around the scene the game creates the world around you, which means you can fly absolutely anywhere, and are not directed along a set route. As this is a *Virtua* game you can also fly in different views, two to be precise. One is inside the cockpit and the other outside. The interior view contains a scanner to help you pinpoint attacking fighters, while the exterior view allows your co-pilot to shoot fighters behind you.



STAR WARS ARCADE



2 PLAYER ANTICS

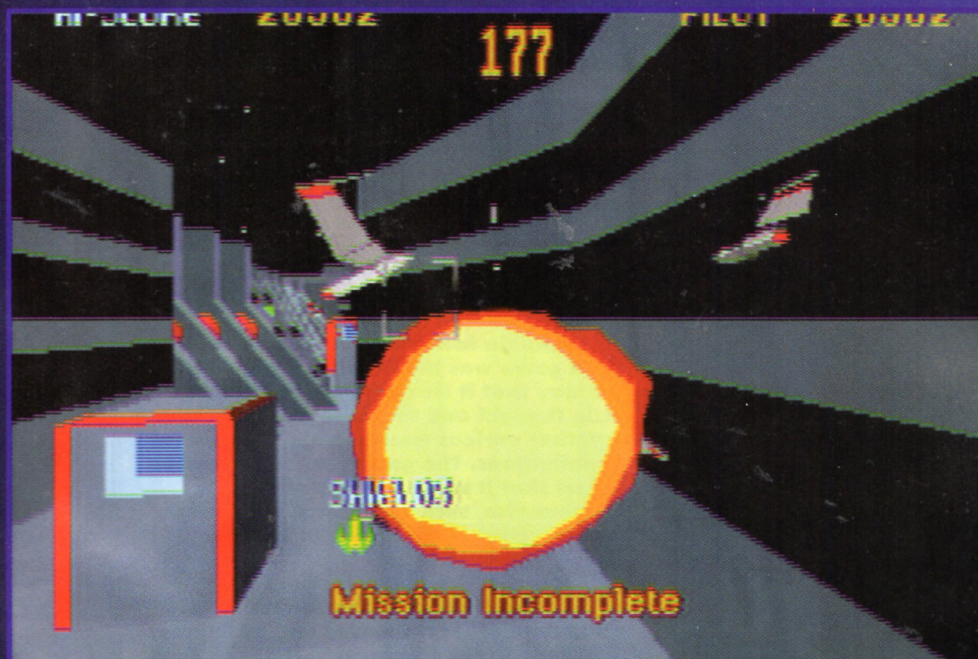
Yes, co-pilot. The game enables you and a friend to grab a joy pad each and play alongside each other. One of you controls the ship and the main cross-hairs, while the other has control of a second pair of crosshairs. In two-player games you fly around in a Y-wing, but single player get to fly the X-wing (with R2D2 as co-pilot). Your offensive weapons include both lasers and proton torpedoes, and while lasers are unlimited your torpedoes must be recharged after they are all used up. The torpedoes are used like homing missiles, and must be fired after the cross-hair has successfully locked onto an enemy fighter to ensure a hit.



WHAT'S IT LIKE?

Enough of this descriptive rubbish though, and on with the 'so what's it like?' bit. So what's it like? If you remember back to the old days, and think of the first Mega Drive games available, what were they like? Altered Beast? Poor at best. Last Battle? Very poor. What about the Mega-CD? With games like Earnest Evans around the word 'poor' doesn't begin to describe them. Well in a peculiar 'buck that trend' turn of events, Sega have managed to make Star Wars a bit bloody good. Very good in fact. Of course, just to play the game, you have to go out and buy £170 worth of 32-X, so comparing this game to Mega Drive games isn't really on, but it does drop on them from a great height. The fact that this is one of the initial three 32-X titles bodes very well for the future!

As I said earlier the game features everything from the arcade machine and more. In addition to the Arcade mode, the game also comes with a 32X mode, in which there are more levels and enemies to kill. Basic game play involves flying around the screen (wherever you like remember) and blasting severe amounts of Tie-fighters to smithereens. In fact to progress to the next level you have to destroy a certain number of enemy fighters within a strict time limit. The game is certainly no push over, and includes a training mode to help you practice.



The screen shots show just how impressive the game looks, but they cannot show just how well it moves. The 32X is processing an incredible amount of polygons, and yet shows no signs of fatigue. Some of the enemy installations are enormous with a massive amount of detail, and yet they move smoothly around the screen without the 32X even breaking a sweat. If you have ever played the arcade machine you cannot fail to be impressed by this conversion, it really is spot on.

Now think back to the Mega Drive. Imagine the game with the best sound and effects. Star Wars is miles better than whatever you just thought of. Perfect samples from the arcade machine accompany the action, and even R2's scream can be heard if you take too many rear hits. As ships approach the noise gets louder, then quieter as they pass into the distance, and generally the whole thing sounds bloody good.

The gameplay is what everyone wants to know about though, and that too is well up to scratch. The game is immensely enjoyable to play just because of the atmosphere generated by the graphics and sounds. Blasting Tie-Fighters out of the sky, and pursuing Darth Vader as he flees are all great fun, and as everyone loves Star Wars, everyone should love this. So is it worth the cash then? To be perfectly honest, yes it is. Star Wars is great, it really is. If you already have you 32X by the time you read this, I would be very surprised if you haven't already got a copy of Star Wars after a quick go in the shop. If you have £250 in your pocket, and are wondering whether to wait for the Saturn or the Playstation, I would recommend heading down the shops and picking up a 32X and a copy of Star Wars now. Forget about waiting a year for the new machines, the future is already here, so what are you waiting for?

THE SECOND OPINION



THE JAG-MEISTER HIMSELF

I have to say that I think Richie Roo has gone a little over the top on this effort. Although the graphics and sound and absolutely spot on, the gameplay seems just a little too repetitive for me. Flying around shooting Tie-Fighters is great fun, for a while. The game simply doesn't have the depth of gameplay required to hold my attention for long periods. For a quick blast this game is superb, but for those who want to sit and have to do some thinking while they play, I think the new Sega game Soleil would be a much better bet.

RATINGS



PRESENTATION

89% Superb cinematic introduction with HUGE moving polygons

GRAPHICS

92% Excellent throughout. No really, I mean it. Absolutely Acc.

SOUND

92% Crystalclear samples and some superb sound effects

SHORT TERM PLAY

91% Gripping action as you fight those imperial Tie-Fighters

LONG TERM PLAY

89% 32X version of the game ensures a difficult ride to the end

OVERALL

92

As a game for an existing machine this would be incredible, but as a debut game for a new machine this is absolutely outstanding.

MEGADRIIVE REVIEW



BY: CAPCOM



40 MEG

STYLE



BEAT'EM-UP

PRICE **ETBA**

PLAYERS **1-8**

SKILL SETTINGS **8**

RELEASE DATE

TBA **TBA**

Ryu
 BIRTHDAY: 3/31/72
 HEIGHT: 175cm
 WEIGHT: 68kg
 3-SIZE: B 112cm, W 81cm, H 85cm
 BLOOD TYPE: O
 好きなもの: ぶどう、いっぽん、みずようかん
 好きなもの: くも(こんちゆう)
 *こんないのたびで、しものやくどうり
 なれるかウケンをおってかいがいへ

▲ Everything you always wanted to know about Ryu but were afraid to ask



◀ Ken has got a new flaming dragon punch and is not afraid to use it

▶ Chun Li now looks prim and proper even though she's just panned someone's head!



Super SFII must be the most eagerly awaited game of all time, so why not get RICHIE ROO the least eagerly awaited reviewer to look at it?



Street Fighter II is the most successful arcade game ever and it was quite surprising how close the Mega Drive conversion was to its cabinet counterpart. This has since been used as the yardstick for all subsequent fighting games like Fatal Fury 2, Art of Fighting and Dragon Ball Z but none of them ever really stood much of a chance.

The main factor that made SFII such a good game was the fluidity of play and the way that it was possible to apply a little thought and tactics to string together various moves to make powerful combinations. The game was so successful in fact that it spawned tons of merchandise, such as T-shirts, toys, mugs, and there is even a action film coming out too.

Certain dodgy people managed to tamper with the arcade machines to give characters different moves and so Capcom launched Street Fighter II Turbo, and then followed up with the best game yet, Super Street Fighter II.



JEAN CLAUDE VAN DAMME

Fans of the original arcade game were overjoyed to see that their favourite game had had a complete make-over - all of the graphics were vastly improved with much more animation, there were a few more special moves to learn, your could control the boss characters, but most importantly there were four brand-spanking-new characters to play making a grand total of 16 characters in all.

Now Capcom has converted this to the Mega Drive too, using a phenomenally large 40 megabit cartridge making this the largest Mega Drive game ever. The end result is a game that is about as close to the original arcade version as you could possibly imagine. Everything in the arcade version is here, and much more! One rather surprising thing is that there is no option to turn this game into Super Street Fighter II Turbo, which is the game that is currently doing the rounds in the arcades.

SUPER SFII: THE



RYLIE MINOGUE

Unless you've been hiding in the Gobi Desert for the last two years you will probably know everything there is to know about SFII already. Now there are four new characters to choose from, one of which is Cammy, who works for the British Intelligence. She has lost her memory and the only way to find out her past is to win the SF competition. Dee Jay Maximum comes from Jamaica and has a strange way of combining kickboxing with music. Thunder Hawk is a big native American whose family was killed by M Bison and he is out for revenge. The final new character is Fei Long, a master of Jeet Kune Do whose sole aim is to kick ass around the world.

RESULT

CHUN LI -1P- WINS

THE NEW CHALLENGERS



JACKIE CHAN

Cosmetically I don't think this game could be any better. The intro where Ryu moves up and down before throwing a fireball into the screen looks exactly like it did in the arcade and all of the graphics have been sharpened up and now animate much more fluidly than before. The only bad point I can raise about the graphics is that Dee Jay doesn't look anywhere near as impressive as he should and his face looks wrong somehow. This aside, it all looks wonderful and moves smoothly, even on the fastest turbo speed. The sound is a bit of a let down though, because even though there is a lot of speech and music it all sounds very tinny and grates a bit.



▲ Cammy (played by Kylie in the film) may be little but can sort out the men from the boys



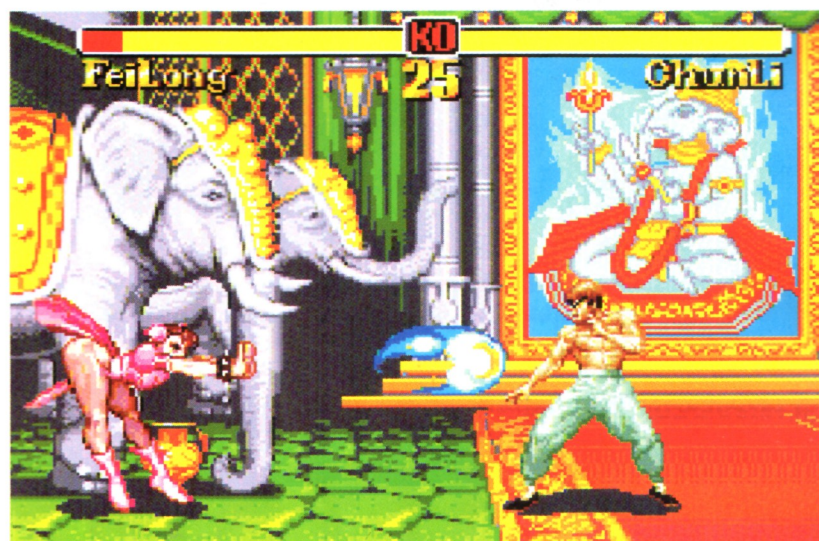
▲ T Hawk is quite a big geezer, but Fei Long makes up for it with blinding speed



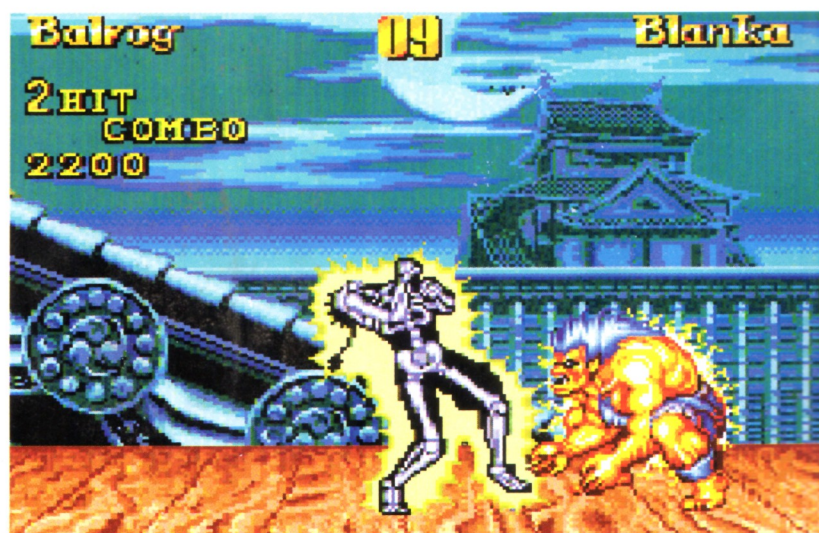
▲ Even Bison cannot stand up to T Hawk's power slams



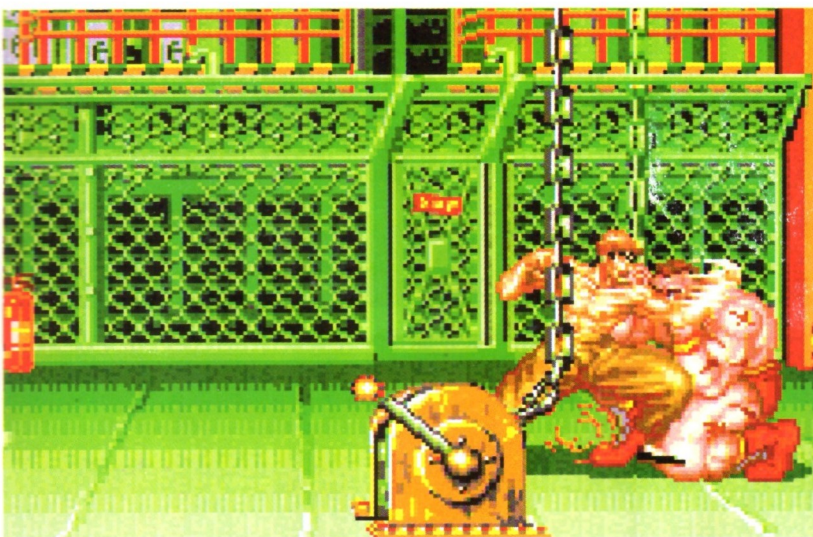
▲ Choose up to six fighters for the elimination matches



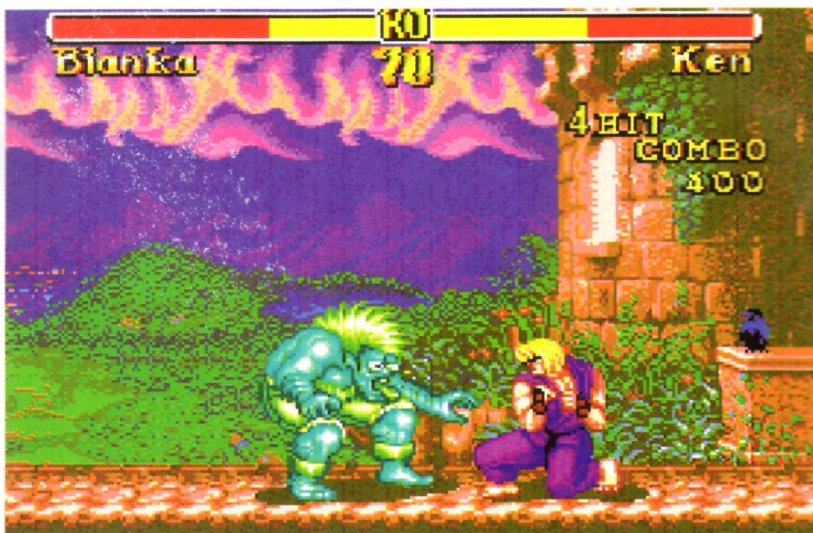
▲ Chun Li likes to show a bit of leg as she performs her kioken fireball



▲ Hit an opponent a few times in a row and a message comes up just so you can rub it in a bit more

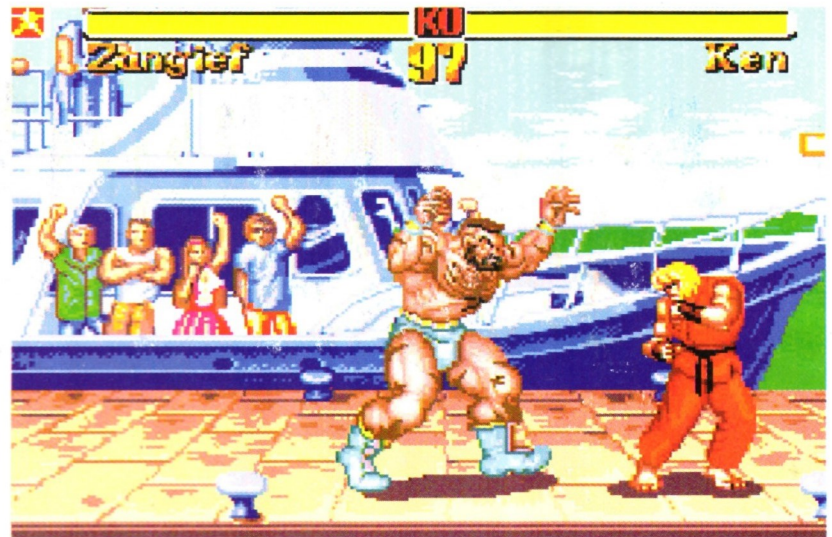
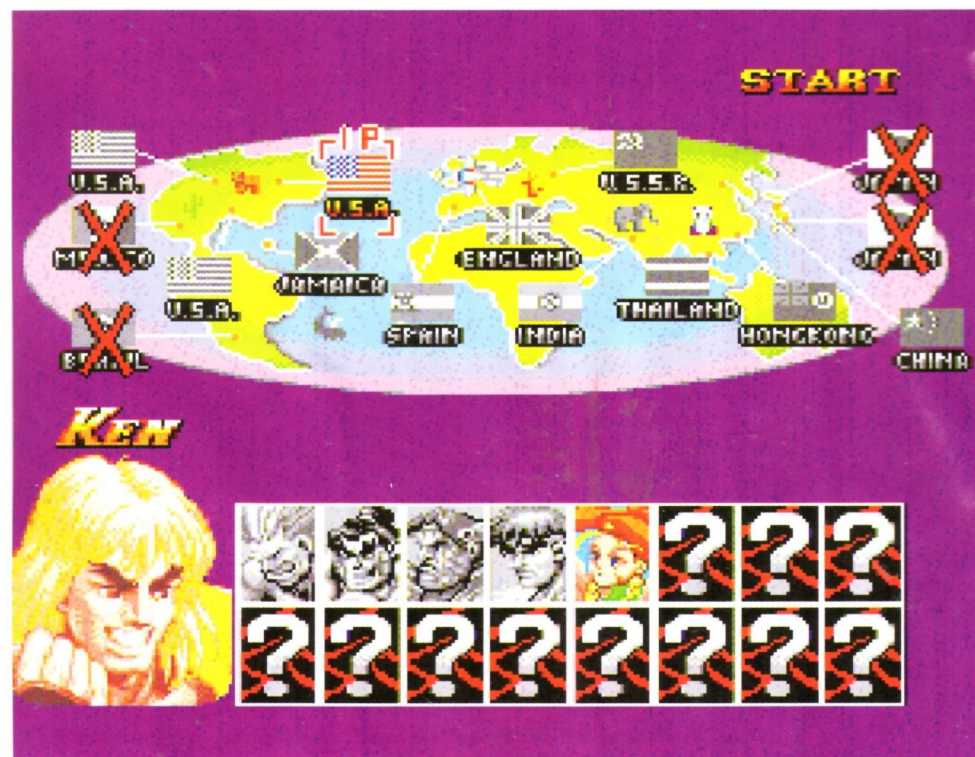


▲ By performing the fireball motion three times in a row quickly, Fei Long can do a powerful combination of punches



▲ Now I don't like to blow my own trumpet, but am I good at this game or what?!

▼ Wow, lots of spaces with question marks in them. Unlike the previous episode the fighting order is not the same each time



▲ Come over here, little man. I am just about to pound you senseless. Come and meet your fate...

GARY DANIELS

Another feature of the arcade was the way it was possible to link up four machines and play eight-way tournaments. Obviously you can't link up that many Mega Drives but the eight-player tournament has been included as well as a number of other two-player option modes.

In challenge mode you have to beat your opponent in as quick a time as possible or by scoring as many points as you can depending on the mode you chose. The standard group elimination matches have also been included and the number of one and two-player challenges seems endless.

For some strange reason in the normal game mode you only get to fight 12 of the 16 characters but by going to one of the options screens and enabling 'Super' mode you will be able to fight everyone in turn. Not only does this make the game much harder to complete, it also means that it will take a lot longer to fight all the way through to the end!

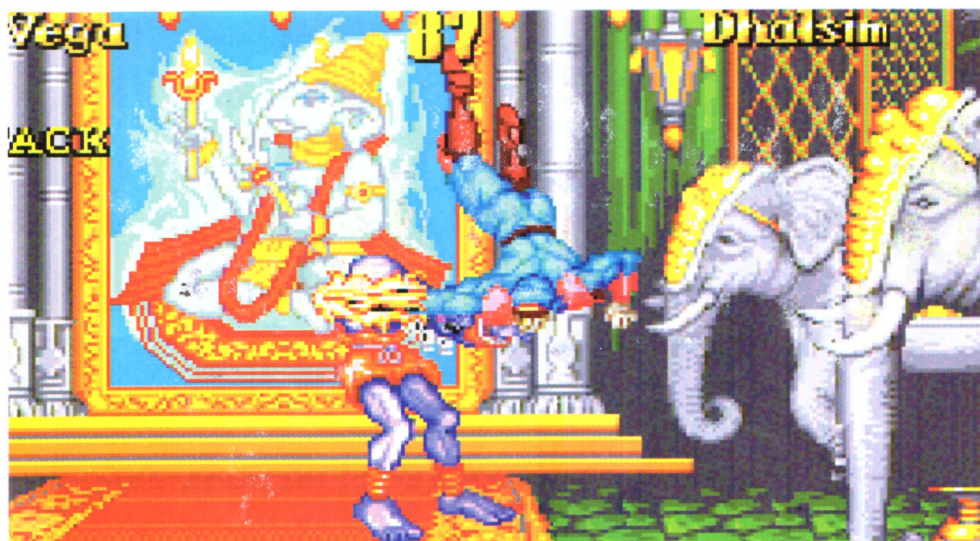


▲ When you get as good as me, you too will be able to do the infamous four-hit flaming dragon punch (Sad git - Ed)



▲ Ryu can throw a large wobbly red fireball. Quite what Chun Li is doing I don't know





▲ Vega is the bad guy behind the whole game and as such is an awesome fighter. He even has a few new moves up his sleeve as well



▲ Blanka just got a severe beating. All he can see now are little dickie birds in front of his eyes

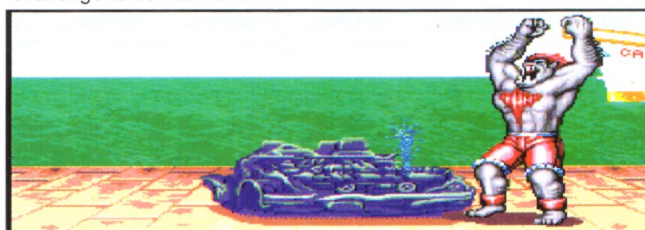


RAUL JULIA

As well as the new characters most of the bog-standard contestants have learnt some new moves, apart from Guile who was a tough-nut already. In the original game there was a bug that made Ryu throw an occasional red fireball instead of a blue one, but this is now a new move altogether. Ken can now set people on fire with a dragon punch and Zangief now had some more 'ludicrously hard to perform' techniques. In general though all of the fighters are now more intelligent (depending on the difficulty level of course), have more rugged caricatures, and are generally faster than ever before.

Right from the off it is obvious the Super Street Fighter is a superb game, but the question is: Is it really worth the money? When it first came out on import the asking price was £100 which is far too much for any game in my book, even if you are a great fan of it. I love playing this game but there is no way on Earth I would pay that much for it. It would be much better to go down to the arcade and play it until you were completely sick to death of it and then spend the rest on something else.

Anyway, that is beside the point. Super Street Fighter II is the definitive console fighting game, better than Turbo on the SNES, and if you like this sort of thing then you will adore it. With lots of different speed and difficulty levels it will take ages to beat it properly and see all of the special endings, and there is a great challenge to be had here.



THE SECOND OPINION



ALLIE WEST

OK, it's a bloody good version of Super Street Fighter II...I'll admit it. There's not a great deal I can think of that's wrong with it, except maybe the sound which is downright terrible. But hey, who cares when the gameplay is so spot on? There's only one problem really, and that is the price. Who in their right mind would honestly shell out £100 for a rehash of a game which has been out over a year? Who'd shell out £100 for any game?!? Virtua Racing was bad enough but this is just utterly ridiculous. Even if Capcom does release the game itself rather than going through Sega (which is what we've heard might be happening) I still can't see it coming out for much under £70. You've got to be a special kind of Street Fighter II (like our Lloydster) geek to want to spend this much cash on a cartridge.

It's a truly great conversion of a truly great game but it's also an absolute rip-off. Ludicrously rich/stupid people are in for a treat.

◀ Poor old Blanka isn't having a good day today. His skin has turned a funny grey colour, so he can't be feeling very well

RATINGS

REFLEXES STRATEGY



CHALLENGE THOUGHT

PRESENTATION

It looks great right from the off

91%

GRAPHICS

Smooth animation and tons of large sprites

92%

SOUND

Lots of speech that sounds a bit dodgy

84%

SHORT TERM PLAY

Fairly easy to get into, but gets hard quickly

88%

LONG TERM PLAY

Mastering this game will take years

93%

OVERALL

96

The best beat'em-up game yet! Buy it if the price is right

MEGADRIVE REVIEW

TAKARA®

TAKARA



12 MEG

STYLE



BEAT'EM-UP

PRICE TBA

PLAYERS 2

SKILL SETTINGS 3

RELEASE DATE

IMP ORT

That's a fancy pen top! ▶



▲ In two-player mode you can choose any character, including the bosses



Mindless violence apparently affects the brain and turns you into a right loony, so who better to review this than someone who is beyond help? Enter RICH LLOYD, reviewer extraordinaire...

FATAL FURY

There's nothing people like more than watching two other people beat each other stupid. Well, perhaps there is, but you know what I mean. Boxing is one of the most watched televised sports at the moment and many of the most popular films have major fight scenes in them à la Jean Claude Van-Damme etc. This is also reflected in computer games, what with Street Fighter II being the most popular arcade game ever and the countless inferior rip-offs that have appeared on every computer format imaginable.

On the Mega Drive there are only really three fighting games worth talking about – SFII, Mortal Kombat and Fatal Fury. In my opinion SFII stands head and shoulders above the other two, but both Mortal Kombat and Fatal Fury had their good points.

IT'S A RUCK

The original Fatal Fury told the story of two brothers, Terry and Andy Bogard, and their mate Joe Higashi who were trying to avenge the murder of the brothers' father. They knew that the person responsible for his death had organised a massive no holds barred combat competition and so they all entered it with the aim of finally meeting the murderer. The evil bloke behind this ruthless slaying was Geese Howard and needless to say he got what was due to him at the end of the first game. The winner was proclaimed to be King of the Fighters and a jolly good time was had by all.

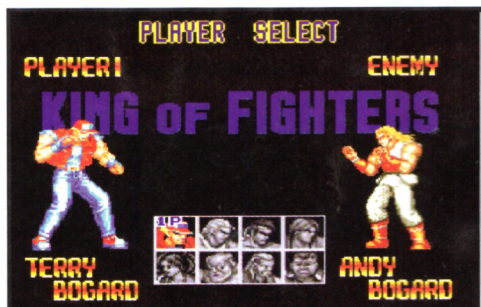
With South Town free from Geese's clutches, everything seemed to be normal again. However, in a dark land far away mysterious forces were at work plotting the downfall of Terry and his chums. Out of this darkness stepped Wolfgang Krauser who set up the second King of the Fighters tournament – so begins Fatal Fury 2.



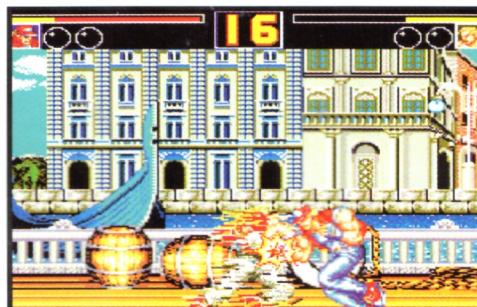
CALL THE ROZZERS

It doesn't take a great deal of brains to work out that Fatal Fury 2 is another in a long line of beat'em-ups. The arcade version of this game was pretty good and held its own against the many other fighting games around, but that was in part because it was on the Neo Geo system and not the humble Mega Drive. Thankfully, the conversion to the Mega Drive has gone quite well and even though the game size has been reduced from about 120 meg in the arcade to 12 meg on cartridge, all of the features have remained intact and the game is almost exactly the same as the arcade version!





▲ There are loads of blokes to choose from and four bosses to fight against as well



▲ In a clash of the Titans, both Bogard brothers do a special move at the same time. Who will emerge victorious? Do we care?



▲ The winner! Terry wins yet another round and revels in the glory, but for how long?



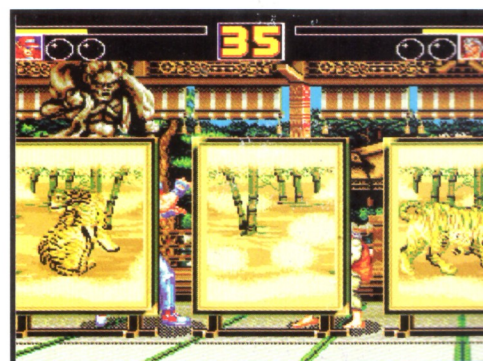
SO YOU THINK YOU'RE HARD

A game like this would be a bit boring if all it involved was merely jumping around and kicking and punching, so it is a jolly good job that there are lots of complicated special moves to get to grips with as well. Each character has four special moves they can perform and they are all unique. Terry, for example, has in his repertoire a burning knuckle technique where he jumps forwards, thrusting his flaming fist into the face of his opponent. Other ridiculous physical feats include Andy's fireball attack, Joe's machine-gun punch and Cheng Zan's belly blow. These moves can be pretty effective if timed correctly, but sometimes your opponent will be able to block and counter your attacks successfully.

As is usual in this type of beat'em-up game, fights are won simply by giving your opponent a good kicking and as a result reducing their energy bar to nothing. Just before one of the fighters keels over dead, their energy bar will flash red. When this happens they can perform a super attack in a final bid for glory. These moves are unfeasibly hard to execute but it really does pay off when they work!



▲ Boo! Someone else has come along and our Tezza will have to do him over as well

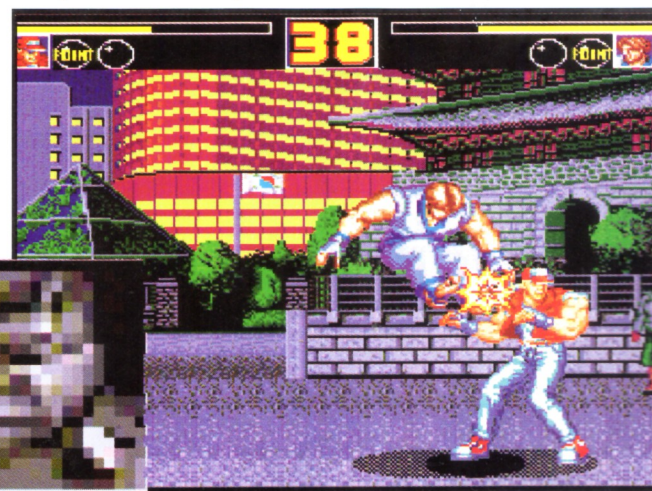


▼ Smell my feet, Bozo

▲ What's going on here? I've been booted into the background behind these funny screens!



► Andy avoids the fat bloke's green ball in spectacular style and breaks the world high-jump record at the same time



I LIKE TO MOVE IT, MOVE IT!

ANDY BOGARD



▲ Fireball Attack



▲ Shadow Splitter

JOE HIGASHI



▲ Tiger Kick



▲ Slash Kick

TERRY BOGARD



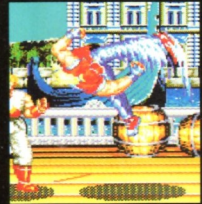
JUBEI YAMADA



▲ Super Spine Crusher



▼ Rice Cracker Slasher



▲ Crack Shot Kick



▼ Burning Knuckle Punch

AXEL HAWK



▲ Back Dash Smash Bomber



▲ Flaming Power Punch

BIG BEAR



▲ Giant Bomb



▲ Super Drop Kick

KIM KAP HWAN



▲ Half Moon Slash



▲ Aerial Slam

WOLFGANG KRAUSER



LAWRENCE BLOOD



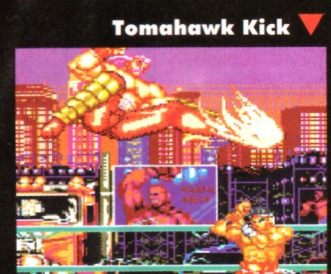
▲ Bloody Spin



▼ Bloody Sabre



▲ Low-Level Blitz



▼ Tomahawk Kick

BILLY KANE



▲ Cudgel Stabber



▼ Cudgel Spin

CHENG SIN ZAN



▲ Belly Blow



▼ Thunderball Bomb

MAI SHIRANUI

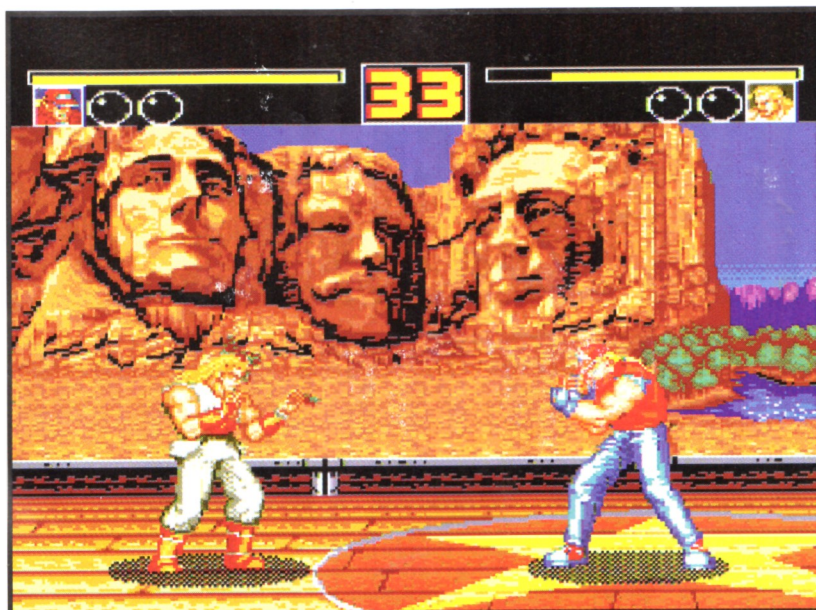


▲ Dragon Fire Dance

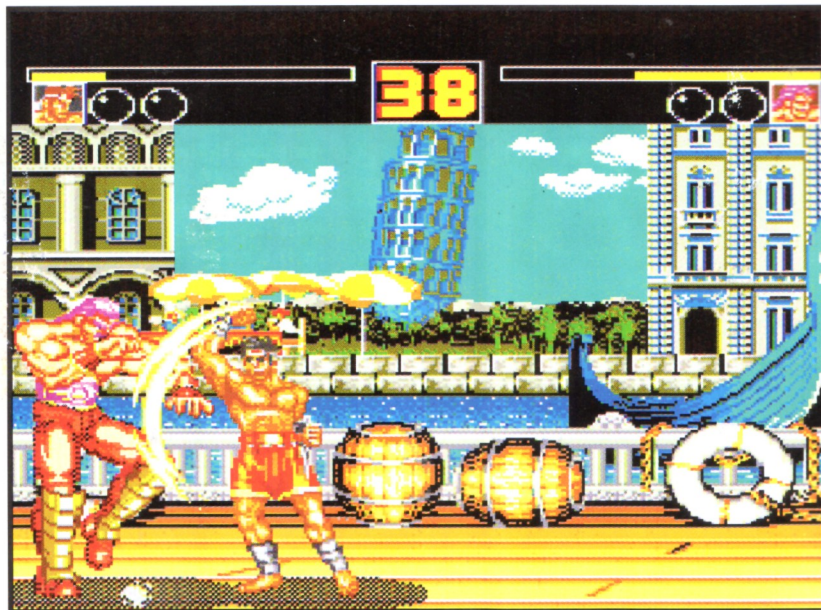


▼ Deadly Fan





▲ Believe it or not, this game actually uses the Mode button on a six-button joystick – hurrah! It had to get used eventually, didn't it? Shame all it does is make you taunt the other bloke though



▲ Arghhh, the Leaning Tower of Pisa and a gondola in the canal. But hang on – there isn't a canal near the tower, and where's the cathedral that should be next to it? Facts? Who needs them?!

ARE YOU LOOKING AT ME?

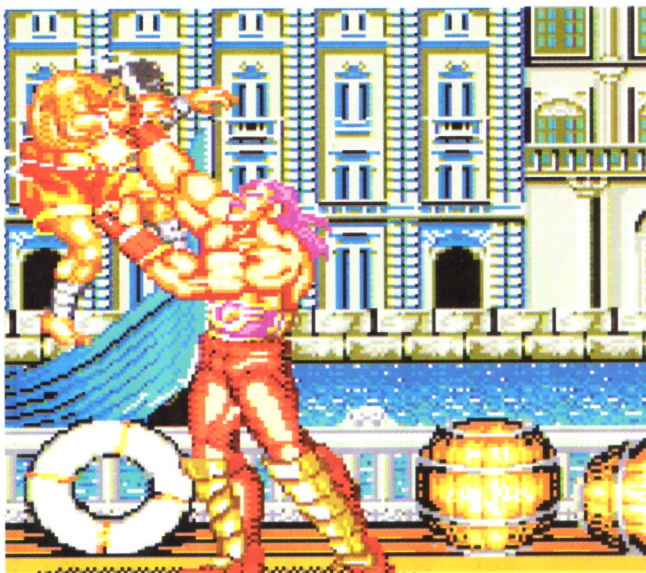
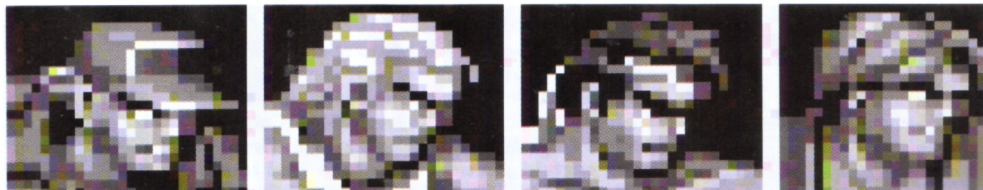
Fans of the original Fatal Fury will love this because basically it is just more of the same with knobs on, but to be honest I still prefer Street Fighter II which presents more of a challenge. I finished this game within an hour on normal mode, and the hardest difficulty setting isn't that much more of a challenge.

Gameplay-wise, most of the characters can be defeated simply by repeatedly hitting them with a fireball or projectile of some kind and kicking them if they try to jump over it. On my first go I got through to the eighth stage without losing a single round! I'm the first to modestly admit that I am completely and utterly brilliant at games, but to be able to sail through a game this easily seems a tad ridiculous to me.

COME AND HAVE A GO IF YOU THINK YOU'RE HARD ENOUGH!

Fatal Fury 2 is an improvement on its predecessor in every respect – the sprites are bigger, the backgrounds are animated and the sound has been improved upon (even though the speech sounds a bit garbled), but unfortunately this is all let down by the lack of variety in the gameplay. There aren't even any bonus rounds this time which is a great shame.

So, we've waited ages for this game to come out and there is nothing particularly special about it at all. It looks good and plays reasonably well, but we've seen it all before and we've seen it done better. If you like this sort of fare then you could do a lot worse, but it isn't going to make anyone who dislikes beat-'em-ups start appreciating this genre.



▲ Wolfgang is a bit hard. I trained for years to fight him and all he does is kick me in the goolies. All that training for nothing...

THE SECOND OPINION



ALLIE 'GRASSHOPPER' WEST

This is noticeably better than the original Fatal Fury with a more responsive control system, more elaborate special moves and a better character line-up, but it still lacks the intuitive gameplay seen in Street Fighter II. FF2 includes similar special attacks but they are slightly less natural to perform and fail to blaze across the screen with the same flamboyance as in SF II. This game would have been great a year ago, but we have come a long way down the line since this type of cartoony beat-'em-up was 'fashionable' or enjoyable at least. Oh and by the way, Richie finished it in an hour – that just about sums it up.

% RATINGS



REFLEXES STRATEGY

CHALLENGE THOUGHT

PRESENTATION

82% Some nice intro screens and intermission bits as well

GRAPHICS

80% Some nice, large, well-animated sprites that move a bit quickly as well

SOUND

69% Boring music and some dodgy sampled speech

SHORT TERM PLAY

79% Fun to play and learn the moves

LONG TERM PLAY

63% Hardened players will find this a doddle

OVERALL

67 An improvement on the first one but it still doesn't cut the mustard



MEGADRIIVE REVIEW



SEGA



24 MEG

STYLE



BEAT'EM-UP

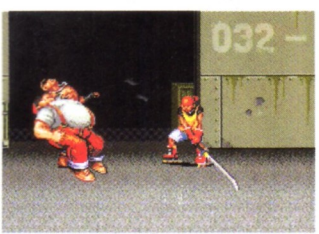
PRICE £??

PLAYERS 2

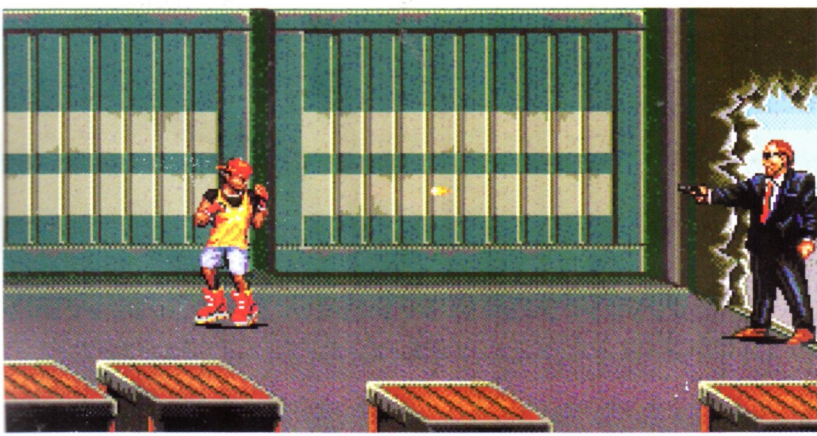
SKILL SETTINGS 3

RELEASE DATE

IMP ORT



▲ Take that, fat boy. Slicing and dicing has never been so much fun



▲ The first end-of-level boss is a complete walk-over. Even though he has a gun he only uses it about once in a blue moon. What a loser



It's finally arrived after many months of waiting and we all had a big punch-up to see who got to play it first. Naturally RICH LLOYD won, but that was mainly because he was the only one in the office before ten o'clock in the morning!



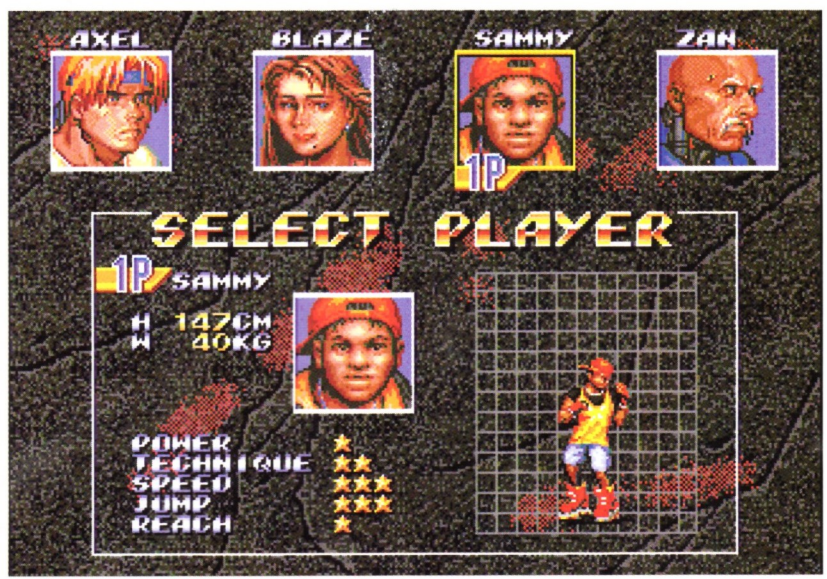
Most Mega Drive fans will probably not be familiar with the Bare Knuckle series, but if I was to tell you that the English title for these games was Streets Of Rage then that should ring quite a large bell. Yes folks, this is the beat'em-up you've been waiting for ever since Street Fighter II, and it is soon to be released in this country under the brilliantly innovative title of Streets Of Rage III. The first game was a stonking fight-fest with lots of different moves, three characters to choose from and what was unarguably the best Mega Drive game soundtrack at that time. All the stops were pulled out for the sequel which featured a slightly updated character line-up, massive sprites and even more moves than ever before. It was also very challenging due to the fact that it was one of the first 16-meg cartridges and therefore had loads of levels. Once more things have been improved for SOR III, with more characters, moves and levels all squeezed into a stonkingly large 24-meg cartridge.



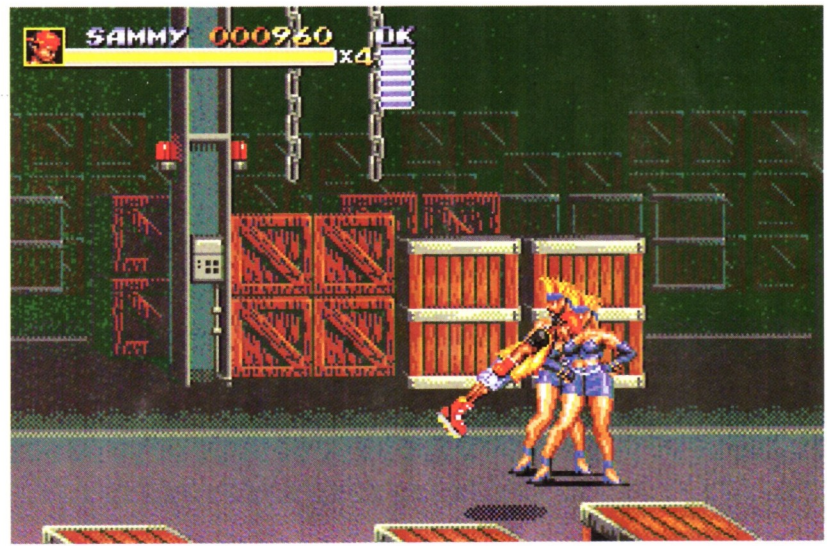
HARD TARGET

So, what sort of game is this anyway? Is it a platform game? No. Is it a puzzle game? No. Is it a mild-mannered beat'em-up? Could be! In terms of game originality this doesn't fare very well, due to it looking exactly the same as every other scrolling fighting game under the sun. After all, the first game in the series borrowed heavily from the classic Double Dragon in the arcades, and the basic scope of the genre is very limited. Fortunately this is the sort of stuff that many people happen to enjoy, including myself - there's nothing better than unplugging the old grey cells for an hour or two and giving hundreds of bad guys a whopping they won't forget in a long time. Many critics will say "Oh it's just another fighting game, yawn yawn," but they can all just bog off because this is the best horizontally scrolling beat'em-up that I have ever played and that is saying something!

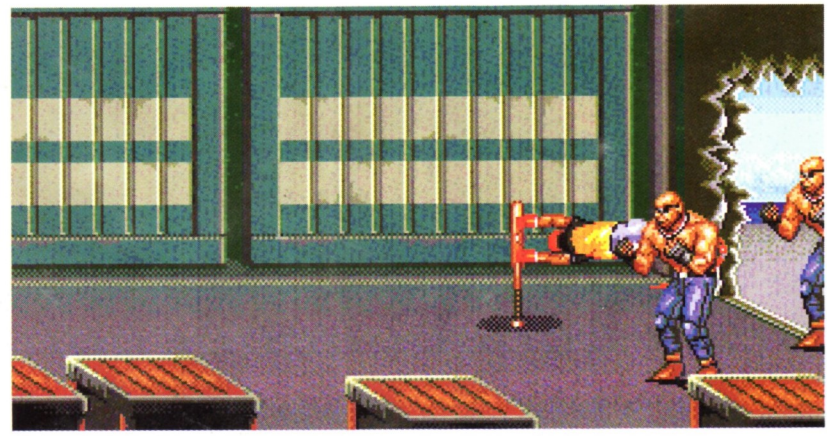
BARE KNUCKLES



▲ There are four characters to choose from, including a new robotic bloke called Dr Zan



▲ Stitch that! Skates, AKA Sammy, sorts out two tarts with a flying head-butt



▲ With the aid of a baseball bat, Sammy can spin on the spot and kick everyone simultaneously

CKLE III



HARD BOILED

Admittedly this is very similar to the first two Streets Of Rage/Bare Knuckle games, but there's nothing wrong with that because they were both superb and this one is even better. The first noticeable difference is the quality of the graphics. Due to this being a 24-meg cart the graphics designers have really gone to town and produced some excellently animated sprites, with amazing attention obviously having been paid to small details. On the first level if one of the opponents hits the deck, the floor vibrates and some small chains hanging from the ceiling shake and start swinging. When Zan the new character does one of his special moves such as throwing a flaming weapon, his chest lights up due to the reflection of the flames. There are lots of other small touches like this that make the game seem more polished than ever before.



▲ The second end-of-level boss is a big wimp! Beat him in and he'll start crying

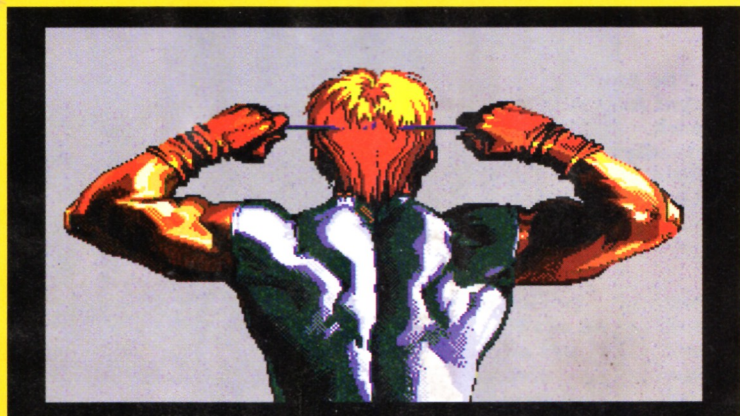


▲ Having turbo-charged skates is a good thing because Sam can fly straight into his enemies, dishing out his own brand of justice

HOW HARD CAN ONE MAN BE?

We all love Axel 'cos he's really hard. He's even harder than our Allie and that takes some doing. Mind you, I bet

you don't see him down at Sainsburys buying loads of Haagen Dazs ice cream every Monday night!



▲ Ouch! A Hell's Angel from the planet Vroom steams onto the screen killing all in his path

► It's Rolf Harris' worst nightmare



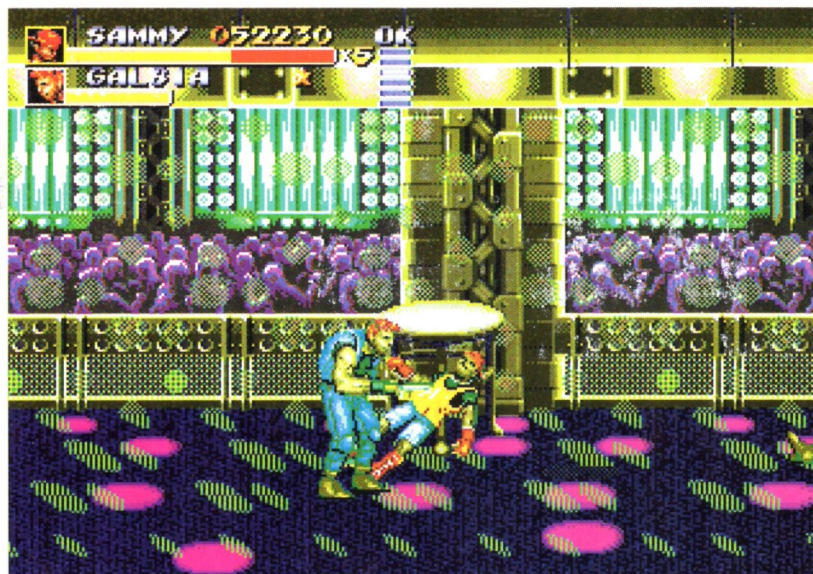
THE KILLER

The main thing that this series is known for (apart from the incredible amount of violence) is its soundtrack. Personally I felt that the music of the second game was a bit of a let-down because some of the tunes were repeated from the first game, however in Bare Knuckle III Yuzo Koshiro has worked his magic once again. There are no less than 36 different pieces of music and countless numbers of screams and sound effects that are put to good use. All of the tunes are very fitting for the levels that they are on, for example a mean and moody piece is played during the dark and ominous levels while a bright and jolly tune (which is better than that bloody 'Doop' song) is played in the nightclub. Perhaps they should stick it on a single and watch that go to number one instead. Maybe Allie would buy that one as well!

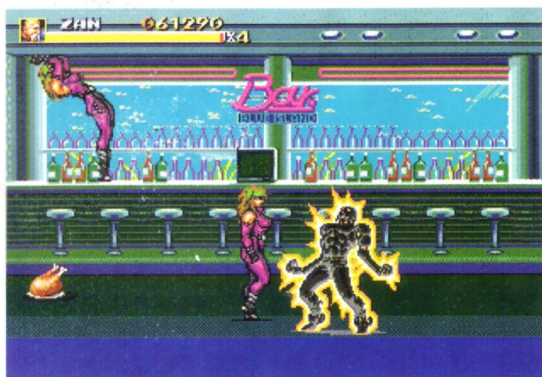
A BULLET IN THE HEAD

Last time around poor old Adam got the boot from the character line-up because he got kidnapped or something and was replaced by his younger brother Skates, joining up with Axel and Blaze from the first game. Together these three fought their way through the second saga and now they are joined by a new chum, Dr Zan. Zan is a strange type of bloke because he is a cyborg – he looks reasonably normal but in fact is a robot and a pretty awesome one at that. His fists can extend giving him a longer reach than normal and his super-hydraulics make him the strongest character of the bunch. All of the characters can wield weapons such as knives and baseball bats as found in the other games, but Zan turns anything he finds into a charged-up ball that he can hurl at the bad guys.

Whenever one of the characters picks up a weapon, an energy bar is displayed at the top of the screen. Each time you hit someone with a baseball bat or other weapon, the energy bar goes down and the weapon crumbles to dust when it hits zero. This is a shame because in the first game if you picked up a lead pipe or some such weapon, you could storm through the hardest levels without a care in the world, but now after hitting three people you are back to using your bare knuckles again.



◀ In the disco everything gets a bit funky. Check out those lights



▲ Meet Dr Zan. He's had a slight problem ever since he wet the bed when his electric blanket was still on



▲ Ow! Break down the walls or suffer at the hands of a JCB-driving maniac



▲ This bloke an evil impostor who bears an uncanny resemblance to your chum Axel

BATTLE OF THE PLANETS



▲ Blaze literally strings Axel up by the balls in the two-player battle mode. Watch out for the traps that are littered all over the shop



▲ In case you were wondering, all your favourite special moves are still included and they're still complete rip-offs of every other game under the sun



◀ Dr Zan gives Axel a quick friendly tickle under the armpits

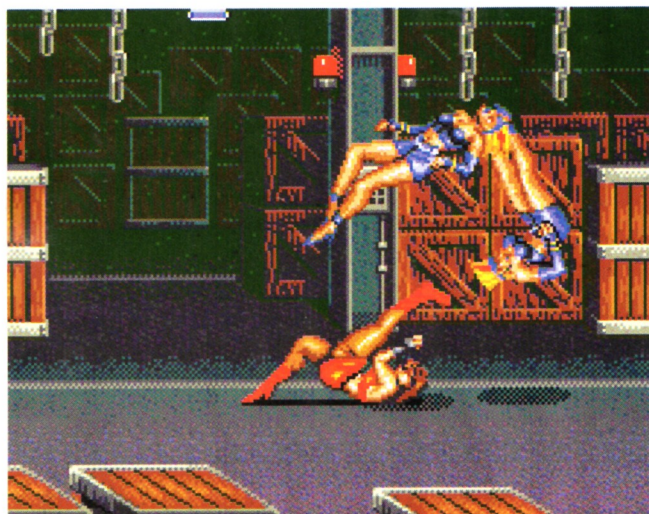


A BETTER TOMORROW

No self-respecting fight-fest would come without a vast array of fighting techniques and special moves. Naturally you have your bog-standard punches, kicks and grabs, but there are other more complicated moves also available. By grabbing your opponent you can either pummel them stupid, throw them around the screen or simply slam them to the ground. There are lots of special moves as well, including Axel's SFI dragon punch rip-off, Blaze's fireball and Zan also has a nice line in electricity attacks. Some of the more powerful moves take so much effort to perform that your character loses some of their own energy in the process, but sometimes you just have to make that sacrifice!



▲ This is what we want - tons of dead bodies flying all over the place! Unfortunately, one of them is me



▲ You too can have thighs like this if you follow the Allie West diet plan

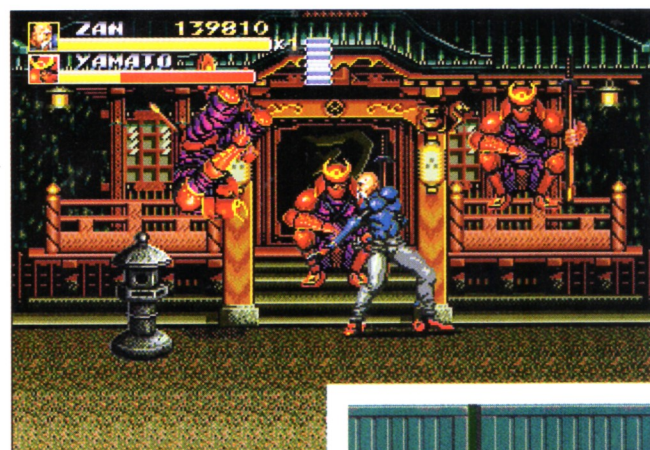
Break shows the difference between him and Axel - the difference being that Axel doesn't explode at the drop of a hat



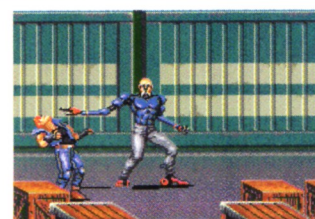
▲ Every now and then this great big thing comes steaming along the railway tracks and kills you. It can be avoided by standing in the wings, but then for some strange reason you can't fight



▲ That's what you get for sleeping around, Dr Zan



► It's Dr Zan and his amazing non-stick Teflon frying pan



EASTERN CONDORS

Without a doubt this is by far the best scrolling beat'em-up on the Mega Drive (in my humble opinion anyway) and there is a great challenge waiting here for people who want a large dose of pain-free violence. The only criticism I can make is that there is no variation in gameplay - all you do is punch people stupid - so some people might not like to play it for very long. If you don't mind this though, I heartily recommend this game to you, even if you own the other games in the series. This is a great improvement on the other two.

THE SECOND OPINION



ALLIE

So it's very derivative but who really cares? BK III has even better graphics and more Yuza Koshiro music. To make the update complete players can now co-operate as they could in the first game, which adds to the two-player game enormously. We hear that the UK version will be much harder than this Asian version, and that can only be good news. I can't recommend this to people who already have SOR2, but those without a scrolling beat'em-up won't find a better one than this..

% RATINGS

REFLEXES STRATEGY



CHALLENGE THOUGHT

PRESENTATION

Still shots between levels add to the story

87%

GRAPHICS

Some pretty smart animated sprites

89%

SOUND

Lots of great tunes

86%

SHORT TERM PLAY

Great two-player action

93%

LONG TERM PLAY

Could be a bit too repetitive for some

82%

OVERALL The best scrolling beat'em-up yet

90

MEGADRIIVE REVIEW



US GOLD



12 MEG

STYLE



PLATFORM

PRICE **ETBA**

PLAYERS **1**

SKILL SETTINGS **3**

RELEASE DATE

JULY '94



Things being what they are around the Maverick office, the Jag could well sympathise with someone turning green, but who could have reckoned with the appearance of the Hulk on the Mega Drive?

THE INCREDIBLE



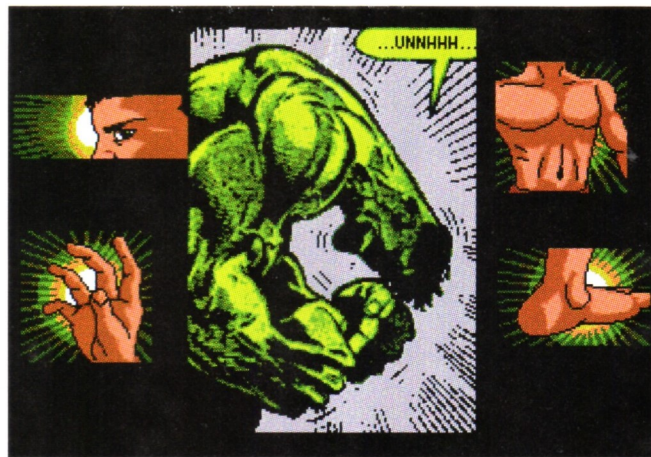
Oh yes indeed, it's Marvel (that's Marvel comics, not the bedtime drink) superhero time. So we have already had Spiderman, X-Men, Superman (OK, so that's DC but what the hell) and Captain America on the Mega Drive, and to be brutally honest 99 per cent of these games have amounted to nothing more than steaming pile of cow dung. So the big question is, can US Gold achieve what no other software house has yet accomplished - a halfway playable game that features a superhero? Everyone else seems to have failed...and failed big-style.



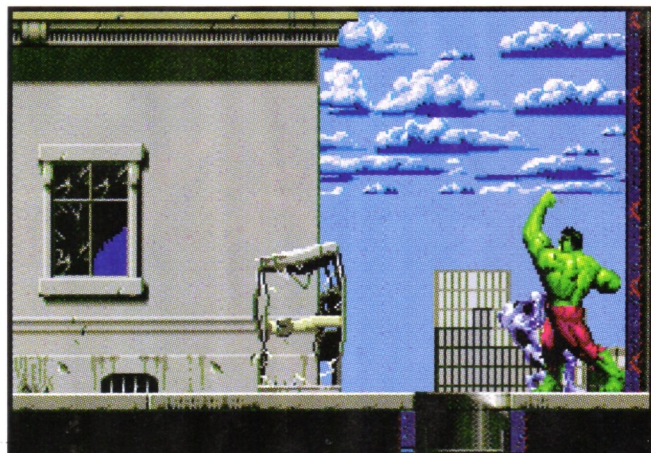
GODDAMN RED NECKS

So exactly who is the Incredible Hulk? Where does he come from? More importantly, will he get his round in and crash the tabs? The last question I cannot answer but the first two are easy enough - the Incredible Hulk is a freak of nature (pretty similar to Rich's hair actually), a monster created by an overdose of Gamma rays. A bloke by the name of Banner (Hulk's alter ego) always seems to be getting into fights, despite the fact he's pretty crap at fighting. When he inevitably gets battered he flips out and becomes mad and all his clothes come apart, without the bounds of good taste being exceeded and he transforms into the Hulk, who can only be described as one big green thing who we think could batter Superman in a fight.

Of course if we take into account that the Incredible Hulk is very violently inclined, the odds are that we are in for a great game...perhaps they could come up with a storming beat'em-up with small puzzle and arcade elements incorporated into it? Not a chance. US Gold has rather predictably delivered yet another glorious platform game on to the Mega Drive. How many platformers does one console need?



▲ Bruce gets down to what he does best - changing into the Hulk cartoon-style



▲ Old green-skin shows us what he's made of. One uppercut, one less robot



▲ Sometimes brute force just won't do the trick...and this is where the puny human can help out

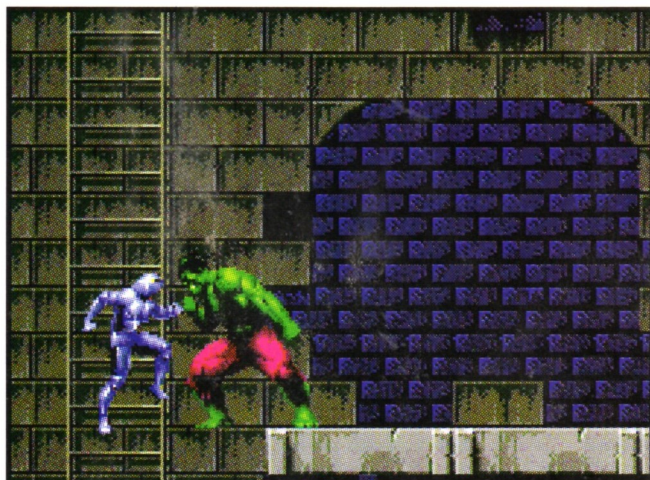


▲ The alien didn't want to do that



GREEN IS THE COLOUR

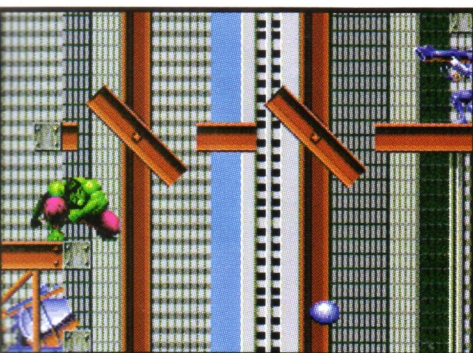
There is no doubting the fact that Hulk is a bit of prime mover. He comes complete with a batch of special moves that can be executed depending on his state of health. When steaming along at full power the Hulk can stamp on the head of the bad guys resulting in one swift death, and the bear-hug can also deliver a speedy ending. Aside from these moves he is also capable of standard offence and defensive actions ranging from his uppercut to the rapid old left-right punching and his brilliant head-butt as practised in kebab shops the world over.



▲ So the Hulk does have Scottish blood in him after all



▲ Arghhh, it's the Abomination, well 'ard supervillain



▲ The old rotating platform section

IBLE HULK



▲ Things are becoming dodgy in the Leader's HQ



▲ That large rock came in very handy I must say

RAMPAGE

The game is comprised of five levels which are all split into sub-sections, each section having hidden bonus rooms filled with power-ups capsules etc. However the Hulk has to change into Banner before he can fit into some of these rooms and this is only permitted if he has previously collected a special capsule which will enable him to do so.

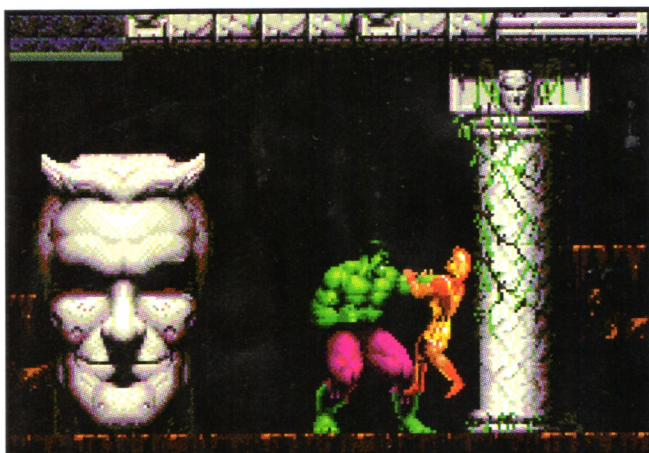
I have a few gripes about The Incredible Hulk. Since when did a rampaging brute like the Hulk require three punches to destroy a puny robot and when did Banner have the power to transform at the drop of a hat?

Aside from this though, The Incredible Hulk is basically just another platform game which is by no means the best to ever appear and certainly not the worst. If you are the sort of person who is in any way interested in this type of game then go ahead and buy The Hulk – maybe the empty-ish stages and the platform fixation will appeal to you.



WESTWORLD

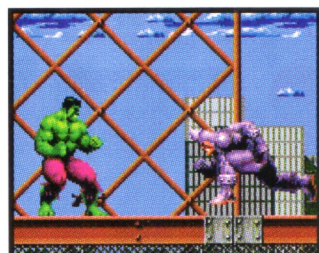
The object of this game is take on a few well-known supervillains and batter them. One of the more deadly super bad guys, the Leader, has decided he wants the Earth as his own (he can have it as far as I'm concerned) and as such has created an army of cyborg things to help him in this quest. These cyborgs are small change for the Hulk though, so the Leader has enlisted a few supervillains to help him rid the Earth of the Hulk, the only person who can possibly thwart his plans to conquer the planet. These villains include the Rhino, the Abomination, Tyranus and Absorbing-Man. Surprise, surprise – these chaps are the end-of-level guardians.



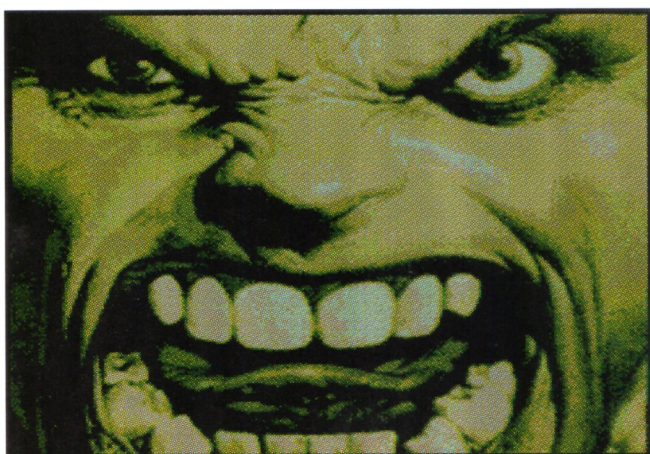
▲ Who does that big bloke think he's looking at? Friend of yours is he?



▲ A handily-placed Jeep...



▲ And out pops the Rhino. Mean, tough with a large horn



THE SECOND OPINION



I'm sorry but I have to completely disagree with Jag here. The Hulk is one of the worst platform games and is a complete waste of a perfectly good licence. This game has very little to do with the comic character – since when did the Hulk get hurt by people punching him? And how come Bruce can only change to the Hulk and back again by taking a pill? As a fan of the comic-strip I was sorely disappointed and even though certain industry figures put their heads together in an attempt to make this the best game ever, it has turned out to be a complete load of bobbins.

REFLEXES

STRATEGY

CHALLENGE

THOUGHT

PRESENTATION

70%

Basic but effective. Who cares about that though? It's the Hulk!

GRAPHICS

70%

The Hulk looks great but the stages are pretty bare

SOUND

65%

Nothing to get excited about. Simply average

SHORT TERM PLAY

69%

If you enjoy leaping around on platforms then you'll enjoy this

LONG TERM PLAY

72%

All right I suppose. I'm not a real platform-head myself though

OVERALL

80

A competent if slightly repetitive platform game. Nothing new or ground-breaking

MEGADRIIVE REVIEW



SEGA



8 MEG

STYLE



BEAT'EM-UP

PRICE £39.99

PLAYERS 2

SKILL SETTINGS 4

RELEASE DATE

IMP ORT



Learning martial arts takes years of physical training and dedication. Maybe if we can drag LLOYD HOWE away from his pint for a few minutes he might learn a thing or two!

ART OF FIGHTING



It's fighting time again folks. As if we haven't had enough of one-on-one beat'em-ups recently, another one has entered the fray. Art of Fighting started off in the arcades on the NEO GEO system and was soon released on SNK's horrendously overpriced home console. It may have been expensive, but it was one hell of a game. One of the more unique features of the game was the way that the action zoomed in and out, making the player more involved in the game.

People were sceptical whether a great fighting game like SFII could be accurately translated to the Mega Drive, but Capcom did such a top job with SFII that I had no doubts that Art of Fighting was also going to be a great conversion. How wrong could I have been?!

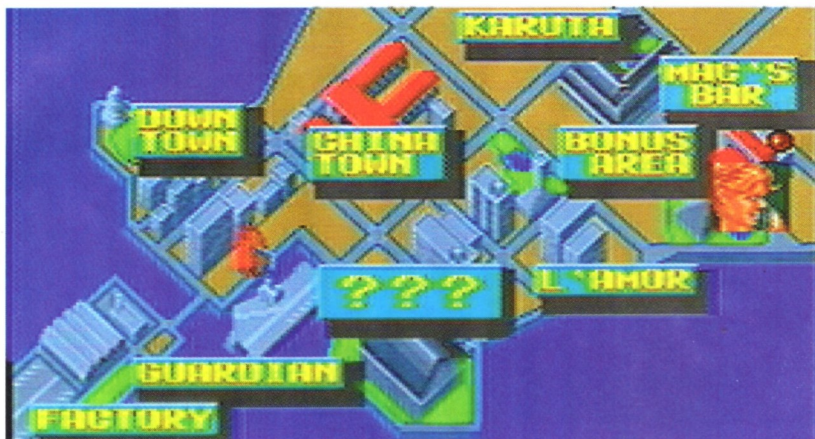
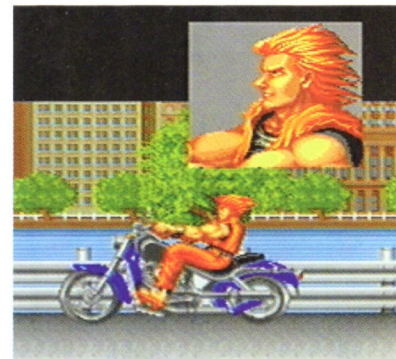


HONG KONG PHOOEY

Right from the outset this looks suspiciously like a blatant rip-off of every fighting game you've ever played. The story-line is virtually non-existent - my sister's been kidnapped, let's kick some butt! So Ryo Sakazaki sets off to save his sister, accompanied by his friendly fighting rival Robert Garcia. They have to fight against eight bad guys before they can get to her - original or what? Mind you, in a game like this the story isn't important as long as the gameplay is up to scratch. Oh dear...



Special moves galore! Marvel at the way Ryo counters his opponent's slashing blades



▲ So this thing will be the map then I suppose? I wonder if the final baddie is at the top-secret location marked '???'



▲ I think you'd better get that athletes foot seen to, mate



▲ Ryu knocks out his opponent with a dragon punch. Hang on, wrong game! Let's play 'spot the copycat'



YOU'RE ALREADY DEAD!

No self-respecting beat'em-up fan would play a game without a few special moves with which to trash your mates, and this game thankfully does include special moves. Both characters have the same moves, although in two-player mode it is possible to play the bosses who have different techniques. In the standard game the characters can throw fireballs or jump up in the air with a devastating uppercut...hold on a minute though, doesn't this sound like a certain other game we all know and love? Even the joy pad combinations are the same as good old Ryu's moves in Street Fighter II! As well as these two moves, both characters can duck down and then spring forwards with a flaming kick or just destroy anyone in range with a series of fast punches or kicks, à la Fist Of The North Star.



FIGHTING



PUGILISTIC PLAGIARISM

So far we've established that this is a completely unoriginal game that 'borrows' heavily from other favourites (even the bonus stages are straight out of other fighting games), but this could be forgiven if the game was good enough. Sadly, it isn't. The animation is nowhere near as good as on the other versions and the sound isn't much cop either. Combinations seem impossible to pull off so at the end of the day you just find yourself furiously bashing at the joypad.

The main problem though is the difficulty factor. On hard level the game is quite challenging, but it suffers from one fatal flaw – it is possible to defeat opponents easily by repeating certain moves over and over again. By doing this I managed to complete the game the first time I played it and was not impressed.

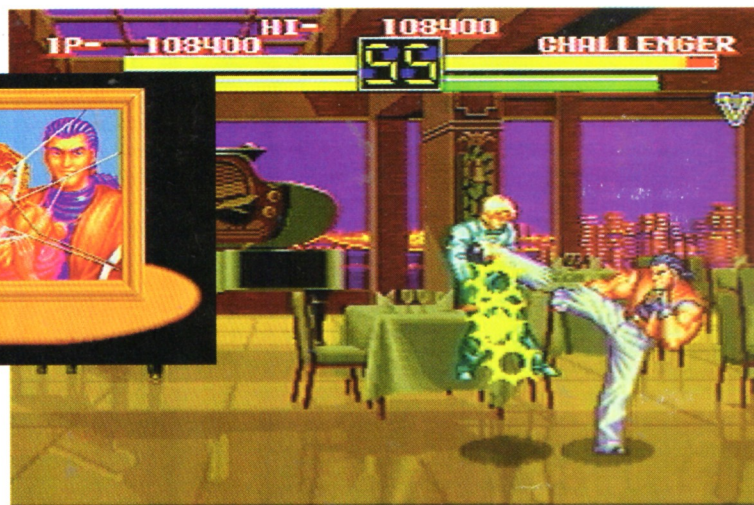


▲ Another fun night in Oxford where Andy performs his party trick of opening five bottles at the same time



▲ Now I don't quite think you wanted to do that!

▲ Once you have managed to beat the living daylight out of your opponent he generously gives you some information



▲ Robby can actually kick his opponent so hard and fast that his shin actually breaks off at the knee. Let's see you do that one three times then



HOT OR NOT?

On the whole Art Of Fighting is a bit of a let-down, which is a shame because the arcade version was really good and swallowed a fair chunk of my wage packet a while back. I'm not saying that this is a bad game, it's just that everything about it is so average and it falls to pieces when compared to SFII. Fans of the arcade game will be disappointed if they shell out their hard-earned dosh on this.

THE SECOND OPINION



'JAG'

Why do these people bother? It is very plain that there are a couple of VERY good one-on-one fighters already out there, and yet games producers still think that gamers will buy sub-standard rubbish like this. Of course, it isn't completely bad, just when compared to Street Fighter II or Eternal Champions. The graphics are small and badly animated, the music annoys and the speech is muffled. The game responds badly to joypad controls even on the six-button pad, and to top it all off it's far too easy and offers no one-player challenge. The two-player option is no better and although you will play it more, you really should be looking elsewhere for two-player beat'em-up thrills.

% RATINGS

REFLEXES STRATEGY



CHALLENGE THOUGHT

PRESENTATION

Different difficulty options and lots of other settings to play with

78%

GRAPHICS

The sprites are small and well defined, but move awkwardly

69%

SOUND

Poor sound effects and dodgy music

56%

SHORT TERM PLAY

Fun learning the special moves

76%

LONG TERM PLAY

Very easy to finish. Not enough challenge

54%

OVERALL

65

A competent game but other similar games stand head and shoulders above this

Thanks to Dream Machines 2 0429 869459

MEGA-CD REVIEW



BY: RENOVATION



CD-ROM

STYLE



CARTOON/ADVENTURE

PRICE £39.99

PLAYERS 1

SKILL SETTINGS 3

RELEASE DATE

IMP ORT

Take that! There's lots of fighting in the animated bits

MICHAEL DUDIKHOFF

A few years ago a game came out in the arcades called Dragon's Lair – a completely revolutionary type of game which was so unique that it was even featured on the News at 10! Dragon's Lair has actually been released on Mega-CD and Revenge of the Ninja is a very similar game. It is billed as an interactive cartoon, with more emphasis

on the cartoon part rather than the interaction. You take the role of a newly qualified ninja whose father has just been murdered by a three-headed dragon which also kidnapped his girlfriend. So you set off to wreak revenge by fighting through the many traps and legions of the undead.

THE SECOND OPINION



JOHNNY 'JAG' McALLEICE

Sorry, this is simply overrated graphics with a flashy-looking box. This game and others like it (Dragons Lair for instance) should died a death in the middle of the '80s where they belong. The gameplay is non-existent, wandering around a grainy cartoon environment and tapping a couple of buttons when prompted is simply not the cutting edge of CD technology. How much does this thing cost, at least £50 I bet. No, this is insulting. The deranged and small children may attain several minutes of pleasure, but the mentally stable will be asleep by the time the first screen is cleared.



Ninjas, robot warriors and three-headed dragons. We need someone who is wearing brown trousers to review this game and here comes RICH LLOYD – corduroy king of the Western world.

There is a strange air of mystique surrounding the word ninja. Everyone imagines them to be elite warriors who always dress in black, appear in puffs of smoke, beat up 60 or 70 people single-handed and then vanish again. I guess this is because of the glut of dodgy martial arts films that were released in the late 1960s and early '70s, plus those four adolescent deformed turtles didn't do the legends much good either. Not many people know that ninjas were in fact a bunch of highly trained assassins that weren't very glamorous at all. Masters of Ninjitsu, these guys were generally disliked because they weren't very nice blokes, being murderers and all. Still, people like ninjas nowadays especially in computer games such as the Shinobi series. It doesn't take a genius to deduce that the star of this game is a ninja as well, because otherwise I wouldn't be going on about them...



There are lots of nasty blokes in this game. This is one of the nicer ones

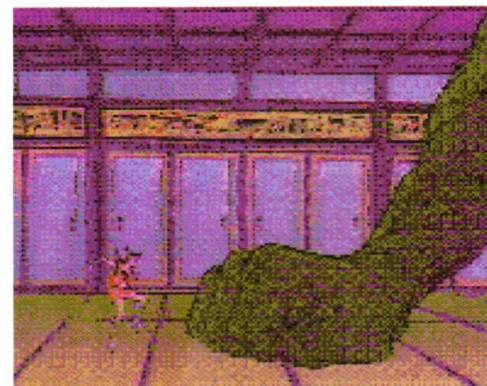
REVENGE



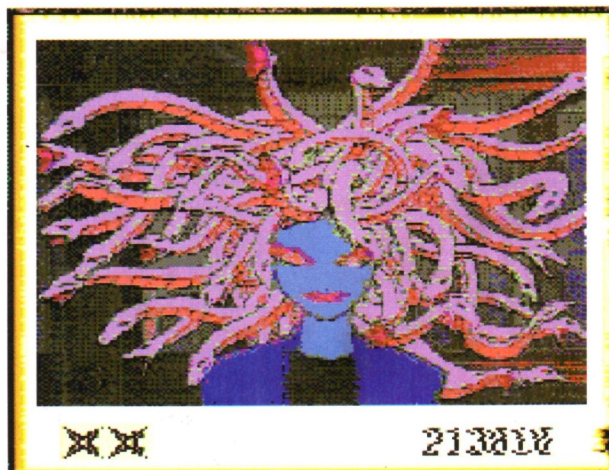
Even up in the rafters our hero is not safe. It's so exciting! Which button do I press now?



...I think that big arrow is a clue of some sort



Yikes, that was close. Time to run away



Meet Medusa – she doesn't turn you to stone and her snake hair gets cut to ribbons instantly. Let's face it, she's crap

Even though there are lots of traps here that kill you, you never actually see anything nasty. This is what happens when you get spiked

OF THE NINJA



STEVE JAMES

If you own a Mega-CD already, then you will probably have received a free copy of Cobra Command or Road Avenger with it. This is exactly the same as these two games so why on earth would you want to buy another one?! All that happens is that on each stage you are shown a long piece of cartoon footage and at various points you have to either move the joypad in the correct direction or press the fire button. Do it correctly and you survive the fiendish traps and manage to kill the monsters, but make one mistake and it's instant death which is displayed by an appropriate death sequence. In easy mode arrows appear on the screen showing which direction to move the joypad, but on hard mode you have to watch for subtle clues or just use your initiative. In some situations this can be annoying because you end up having no idea which direction to press, so sometimes you have to work out the stages simply by trial and error.

▶ What a great ninja I am. Now where have my teeth gone I wonder?



◀ I guess this is 'the one that got away' that everyone keeps talking about



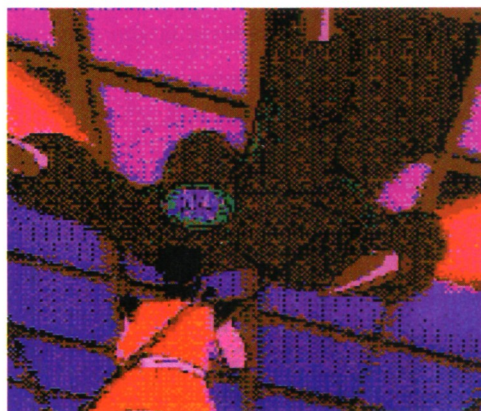
▲ Didn't I see that trick on Penn and Teller?



◀ Oops, something went a bit wrong there methinks

▲ Can our trainee ninja defeat a gigantic robot with built-in rockets? I hope not

▼ After a bit of a scrap, the giant hand isn't too happy. I guess my manicuring skills leave a lot to be desired



DAVID BRADLEY

In easy mode the game is a complete walk-through and I finished it within 20 minutes of booting the CD up. The harder modes are a different matter, and if you manage to finish the game on the hardest mode and take a picture of the screen you will be given a special certificate recognising you as a Master of the Ninja Arts. The thing is, do you want one? As I said before, this is so similar to other games which you probably already own that there is no point in buying this whatsoever. Mind you, if you like this sort of thing then Revenge of the Ninja should do you nicely.

Some of the animated sequences are very imaginative with massive robots firing missiles and shurikens everywhere, wolves attacking you with your own sword and undead ninjas getting cut to pieces before putting themselves back together again. Everything about this game looks very nice and sounds great but unfortunately the gameplay isn't really up to much due to the limited structure of the game. Sorry, but I can't really recommend this to anyone.

% RATINGS



PRESENTATION
Over 30 minutes of cartoon footage

73%

GRAPHICS
Grainy cartoon graphics

70%

SOUND
Nice CD tunes and effects

88%

SHORT TERM PLAY
It's fun for a while

79%

LONG TERM PLAY
Easy to complete and very repetitive

54%

OVERALL
58

A competent game that is exactly the same as most other interactive cartoon games

MEGADRIIVE REVIEW



BY: TENGEN



STYLE



SHOOT'EM-UP

PRICE £39.99

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

IMP ORT



Injected with a lethal poison, RICH LLOYD has just 24 hours to live. Saddo that he is, he spends them reviewing the latest shoot'em-up.



GRIND

Shooters eh? I love 'em. As I matter of fact I love all console games. And my console too. Boy, do we have fun together or what? Well, actually we haven't had much fun recently, especially when I plugged this arcade conversion into Marlene's (that's my pet name for her) cartridge port and started to play. You see, this Grind Stormer thing really isn't that good and all that stuff about me loving shooters was really a lie. In fact I tend to find them rather repetitive. But does this particular one have any good points?



▲ Mind the orange laser beams, Marlon!

MOULDY APPLE CORES

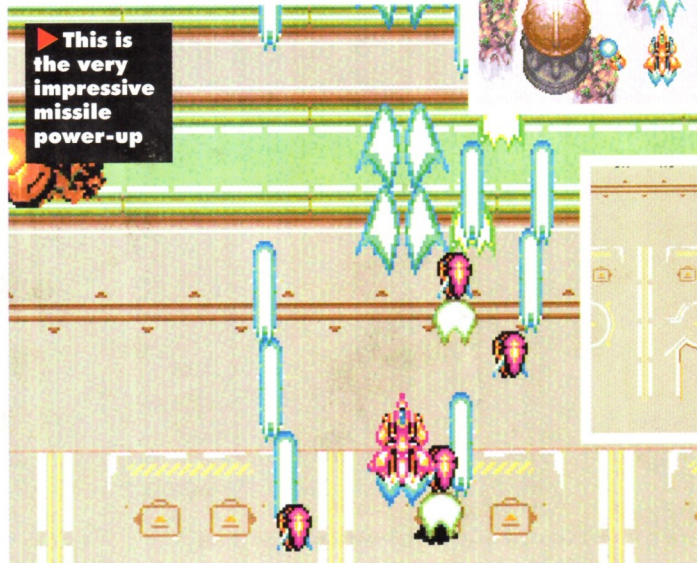
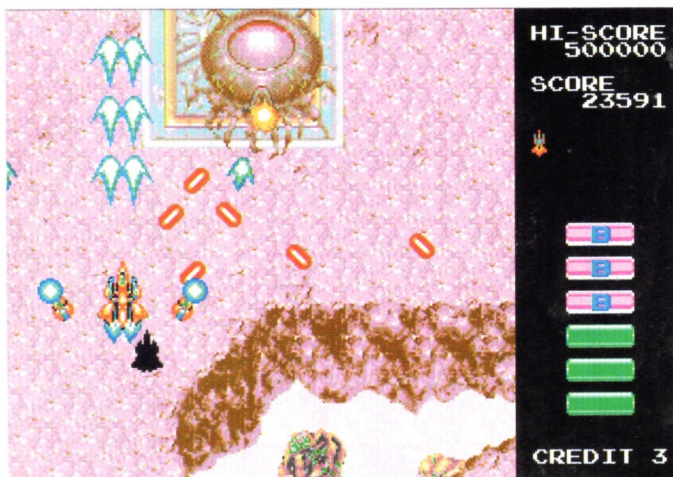
The sound does not add anything to the game and is comprised of the usual plink-plonk Mega Drive tunes. Again the fault lies in the original machine, so quite why such an obvious dud was converted in the first place is beyond me!

Both tunes and effects seem very loud, in fact the overall sound seems to have been completely overdone. To add to your misfortune in purchasing Grind Stormer, the gameplay isn't up to much either. The screen seems constantly full of baddies and there are far too many shots on screen at a time to avoid. Even played on easy the game is far too tough and with five lives and eight continues I still struggled to finish the game. This situation inevitably leads to frustration and ultimately the destruction of the cartridge under a heavy boot.

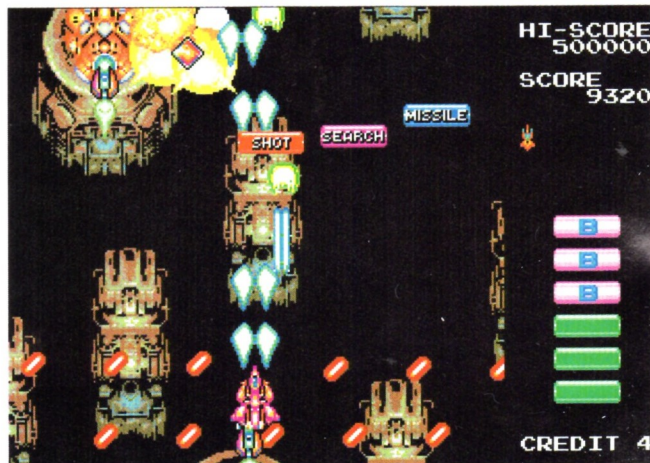
▼ This spider greets you in one of the levels and he ain't easy to kill!



▲ The first end-of-level guardians which are the easiest ones in the game, naturally



► This is the very impressive missile power-up



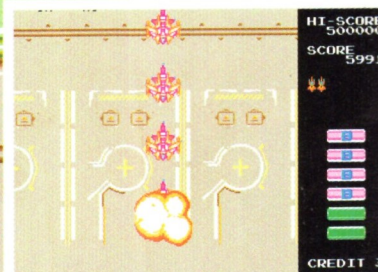
▲ Severe amounts of power-ups to choose from, but you can only have one at a time. Which to get?

SWEATY ARMPIT STENCH

Graphics maketh the man (so they don't say), so does Grind Stormer look the part? I'm afraid I'll have to answer "No" to that question. This isn't really Tengen's fault of course because this is an arcade conversion of the apparently 'storming' coin-op. Did you ever see the machine in your local arcade? I thought not, and neither did I, so I guess it was a storming arcade hit in America.

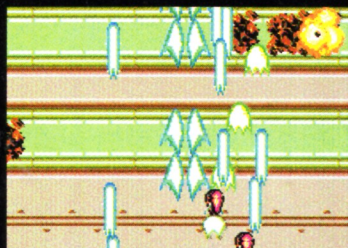
The sprites are all well defined and animated, although none of the fancy tricks we've come to know and love through such greats as Gunstar Heroes are apparent here. There's no software scaling or rotation, in fact slowdown – the bane of the SNES – rears its ugly head and a massive amount of slowdown manages to accompany the game.

► This is the pinball bumper level. Well, that's what it looked like to me anyway



▲ You've blown it. You lose all your power-ups when you die, making the game really tough

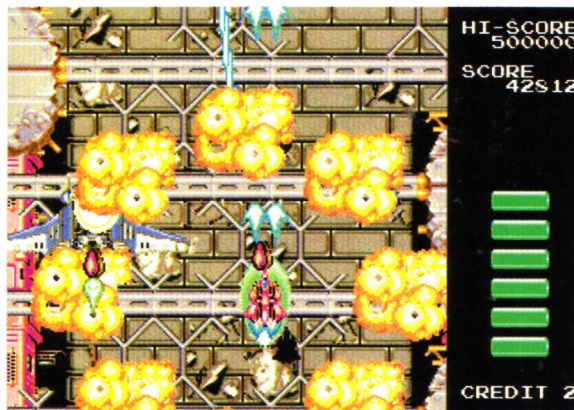
STORMER



Thanks to Dream
Machines 2. Tel:
0429 869459.



▲ Collect enough bonus points and you'll get an extra life



▲ Use your smart bombs to create huge explosions like this, with no damage to yourself

MOULDY CRICKETER'S JOCKSTRAP

The gameplay is the standard shoot'em-up action. The screen scrolls upwards with a single layer of 'underground' parallax. Various power-ups remain when certain ships are shot, which can change your machine's capabilities. You also have a limited number of smart bombs, so-called because of their ability to destroy everything within a 35-mile radius of your ship. Yep, you've seen it all before, except in a far more polished form than this rubbish.

As an added bonus (ahem) the programmers have added the game V-5, which is similar to Grind Stormer except that you have no smart bombs and can collect power-ups and then select the weapons you require from a menu at the side of the screen. Of course, the game itself is identical to the main game and thus equally difficult and unplayable.

THE SECOND OPINION

ALLIE WEST

I have to say that I think Rich has been a little bit harsh with his scathing review of this title! It certainly isn't ground-breaking and I haven't seen a game like this for a few years. It is almost a blast from the past to see a hard-kicking vertical shooter like this, with loads of sprites on screen at once, more bullets than the gunfight at the OK Corral and some huge guardians. It's hardly brilliant but nevertheless I enjoyed it a lot.



◀ Four-shot power-up and the game is still too bloody hard!



◀ Out of bombs and in deep trouble, with several lasers and guns trained on you!

SWEET-SMELLING ROSES?

The game has few redeeming features...in fact so few that I can't think of any right now. In conclusion, I must refer you to several other games that are far better both in graphical content, sound, playability and lastability. Gunstar Heroes is an excellent two-player platform shoot'em-up, while Thunderforce 4 is a far better scrolling shooter. Both games will offer you more than Tengen's latest effort. Perhaps next time Tengen should concentrate on selecting a better title to convert and put its obvious talent into an excellent conversion.

▶ Doesn't this all look a bit dated to you? It certainly does to me



◀ This is V-5. Notice the selectable power-up instead of the bombs on the panel

UNCHANGED SOXCS

It's lucky that the programmers have seen fit to include a trainer to help you with every level. You can select your starting level from the title page and practice until you have improved somewhat, although if you finish the level you are returned to the title page and do not continue to the next stage, pass go or collect £200.

Oh yeah, and about those levels...all six of them. If you ever did get any good at this game (which I couldn't be bothered to do), then a complete play through from beginning to end will probably take about three-quarters of an hour – even Sonic can better that! There are plenty of options available from the options screen, including one which allows you to turn the joypad upside down and use the thumb-pad with your right hand instead of the usual left. This will be a

very welcome addition for left-handed players.

% RATINGS

REFLEXES **STRATEGY**
CHALLENGE **THOUGHT**

PRESENTATION

A wealth of options, except the useful 'swap the joypad around' option

65%

GRAPHICS

Everything looks all right, but that's the extent of my praise for this game

63%

SOUND

Unremarkable, although loud music and effects

55%

SHORT TERM PLAY

Too difficult to get into, although practice makes help

45%

LONG TERM PLAY

Only six levels and the gameplay is too boring to encourage you to continue

40%

OVERALL

54

This genre has been done so much better, so why waste your time with this rubbish?

GAME INDEX



MEGA-CD GAMES



BATMAN RETURNS

BY SEGA
PRICE: £44.99
REVIEWED: MT 19
The stars of the show in this game are the amazing 3D driving/shoot'em-up sections in which the Mega-CD's hardware is used to great effect as you blast The Penguin's henchmen from their vehicles. Plus you get the (largely unchanged) old cartridge platform Batgame too. Excellent!
MT RATING: 94%

BATTLECORPS

BY: CORE DESIGN
PRICE: £39.99
REVIEWED: MT32
You control a walking robot defending three moons from ruthless invaders. Great overall presentation and exciting gameplay make this one of the toughest games yet.
MT RATING: 90%

CHUCK ROCK II: SON OF CHUCK

BY: CORE
PRICE: £44.99
REVIEWED: MT 26
Chuck Rock junior was at a bit of a loss when his dad got kidnapped, so he sets out with a club as big as he is in this above average CD platform romp. The intro is brilliant and so is the in-game animation. There are quite a lot of brain-taxing puzzles as well.
MT RATING: 86%

DOUBLE SWITCH

BY: SEGA
PRICE: £44.99
REVIEWED: MT 27
Protect teenagers from the invading gangsters by setting off traps at the right time. Some of the traps are

funny, but it soon gets repetitive. Stars Corey Haims and Deborah Harry.

MT RATING: 74%

DRACULA UNLEASHED

BY: VIACOM
PRICE: £44.99
REVIEWED: MT 27
Interactive adventure with lots of FMV, set after the events portrayed in Bram Stoker's classic masterpiece. It's just a shame that there isn't really much going on to hold your interest for long.
MT RATING: 62%

DRAGON'S LAIR

BY: SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 26
Similar to Mad Dog McCree, but set in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them! Decent graphics make this better than Mad Dog.
MT RATINGS: 85%

DUNE

BY VIRGIN
PRICE: £39.99
REVIEWED: MT 23
Graphic adventure with impressive talking characters and smart 3D flying sequences. Although there's nothing really taxing in terms of strategic scenarios or game plans, it's a playable interpretation of the David Lynch film.
MT RATING: 73%

ECCO CD

BY SEGA
PRICE: £44.99
REVIEWED: MT 21
CD re-tune of the underwater puzzling classic. The cartridge game plus an FMV intro, seven extra levels set in a sunken galleon, and improved sound FX thanks to Sega's Q-Surround sound system. If you haven't got the cart version, definitely get this.
MT RATING: 92%

FINAL FIGHT CD

BY SEGA
PRICE: £44.99
REVIEWED: MT 17
The famous one or two-player scrolling beat'em-up gives you all the fun of the arcade game on CD - all the levels, all the characters, all the bonus rounds...and a new time-attack mini-game too! What more do you want?
MT RATING: 94%

GROUND ZERO TEXAS

BY: SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 26
Similar to Mad Dog McCree but set

in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them!

MT RATING: 85%

HOOK

BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16
The top-grossing film of 1991 turned into a platform game, in which Peter Pan has to fight, leap and fly his way past Hook's men. Nice graphics and plays quite well too.
MT RATING: 80%

JAGUAR XJ220

BY SEGA
PRICE: £39.99
REVIEWED: MT 16
Similar in style to EA's Lotus Turbo Challenge, this allows you to race Jaguar's super-car in tournaments or against a friend in split-screen head-to-head style. Also features a track construction option and smart music.
MT RATING: 87%

JURASSIC PARK CD

BY: SEGA
PRICE: £39.95
REVIEWED: MT 26
Once again the computer game hype machine went into overload, building up all expectations for this average adventure game. Initially the bad presentation is off-putting, but the game itself is quite involved.
MT RATING: 79%

KRIS KROSS: MAKE MY VIDEO

BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16
Acting as a 'VJ', your aim is to splice together three constantly-running tracks of FMV to fit each of the three Kriss Kross songs and satisfy the whims of each caller to the Make My Video Show. Different and fun (for a while).
MT RATING: 80%

LETHAL ENFORCERS

BY KONAMI
PRICE: £74.99 (WITH ONE GUN)
REVIEWED: MT 22
Operation Wolf-style into-the-screen shoot'em-up, converted from the arcade game. Good fun, especially in two-player mode if you're both tooled-up with the special Konami plastic hand guns.
MT RATING: 80%

LUNAR THE SILVER STAR

BY: WORKING DESIGNS
PRICE: £39.95
REVIEWED: MT 27
This is by far one of the best CD games. It is a massive RPG with some fancy intermission sequences. One of the largest games ever.

MT RATING: 82%

MAD DOG MCCREE

BY: AMERICAN LASER GAMES
PRICE: £44.99
REVIEWED: MT 26
Half-decent arcade conversion with loads of FMV, that puts you in the boots of a cowboy who is the only hope against Mad Dog McCree. Use a joystick or Menacer to blast your way through the various scenes.
MT RATING: 61%

MICROCOSM

BY PSYGNOSIS
PRICE: £39.99
REVIEWED: MT 25
'Fantastic Voyage'-style journey through an ailing president's body. Basically an into-the-screen shoot'em-up which is enjoyable but just not long-lasting enough.
MT RATING: 60%

MORTAL KOMBAT

BY: ACCLAIM
PRICE: £39.99
REVIEWED: MT31
The gory game finally made its appearance on the Mega-CD, but the wait wasn't worth it. It's basically the same as the cart version with a crappy intro and long pauses between levels and sometimes during the fight itself. The cart version is better and that wasn't particularly good anyway.
MT RATING: 69%

MY PAINT

BY: SADDLEBACK GRAPHICS
PRICE: £39.99
REVIEWED: MT32
Ho ho! This is great if you like watching grass grow or paint drying. Otherwise avoid like the plague.
MT RATING: 2%

MYSTERY MANSION

BY SEGA
PRICE: £39.99
REVIEWED: MT 29
Another grainy FMV title and like the rest it seriously lacks in the gameplay stakes. Lots of sampled speech, pleasant graphics but is way too easy to complete.
MT RATING: 65%

NHLPA HOCKEY '94 CD

BY: EA
PRICE: £39.99
REVIEWED: MT 27
Take one of the best sports games in ages, jazz it up a bit for CD owners, release it at a price cheaper than the original cartridge and you will have this.
MT RATING: 91%

NIGHT TRAP

BY SONY IMAGESOFT
PRICE: £44.99

REVIEWED: MT 17

The game that caused all the tabloid controversy is basically an hour and a half of fairly entertaining FMV footage. More B-movie shock than serious shock, with gameplay that mostly relies on trial and error.

MT RATING: 79%

PRINCE OF PERSIA

BY SEGA
PRICE: £44.99
REVIEWED: MT 10
Evil henchmen and evil traps are everywhere in this 12-level platform game in which you have to run, leap and swordfight on your way to releasing the lovely Princess of Persia. The brilliantly animated characters and cunning traps will grip you right from the start, but fine control and in-depth route-learning are required.
MT RATING: 70%

PRIZE FIGHTER

BY: DIGITAL PICTURES
PRICE: £49.99
REVIEWED: MT 28
If you fancy giving someone a good kicking then the basis for this one-player boxing game is a brilliant idea, although it's somewhat lacking in its implementation. Could do better.
MT RATING: 62%

RISE OF THE DRAGON

BY DYNAMICS
PRICE: IMPORT
REVIEWED: MT 29
Entertaining CD adventure game first seen on the PC a while back. Challenging gameplay, a few nice twists and crisp graphics and sound. All in all it's a fun game to play but it's sadly over all too quickly.
MT RATING: 88%

SECRET OF MONKEY ISLAND

BY: LUCASARTS
PRICE: £TBA
REVIEWED: MT 26
Point-and-click adventures don't come any finer than this. There are hours of swashbuckling fun here as you walk around Monkey Island trying to find out about the mysterious pirate, LeChuck.
MT RATING: 93%

SENSIBLE SOCCER CD

BY: PSYGNOSIS
PRICE: £39.99
REVIEWED: MT30
Undoubtedly THE best football game of the century, but the best just got better with its conversion to the CD. Proves to be even more enjoyable than the cart (despite the gameplay being identical), thanks to crowd interaction, FMV and enhanced sound creating a

better atmosphere.

MT RATING: 96%

SEWER SHARK

BY SONY IMAGESOFT

PRICE: £44.99

REVIEWED: MT 16

In this fast 3D into-the-screen shoot'em-up, your aim is to find your way through a vast maze of a sewer system, blowing away all the mutant ratagators in your way. Atmospheric when you get into it, but make one mistake and it's 'Game Over'.

MT RATING: 87%

SHERLOCK HOLMES: CONSULTING DETECTIVE

BY SEGA

PRICE: £44.99

REVIEWED: MT 16

Three chilling cases for Holmes and Watson to solve in this FMV extravaganza. A good idea nicely presented.

MT RATING: 79%

SHERLOCK HOLMES II

BY SEGA

PRICE: IMPORT

REVIEWED: MT 21

Same format as the first one, but the three cases are longer and the game comes on two CDs.

MT RATING: 84%

SILPHEED

BY SEGA

PRICE: £44.99

REVIEWED: MT 21

Undoubtedly one of the best games for the Mega-CD, although the gameplay is basically your 'spaceship blasting through enemy ships and meteorite showers' kinda thing. Stars of the show are the cortex-warping 3D graphics and smart Q-Surround sound.

MT RATING: 94%

SONIC CD

BY SEGA

PRICE: £44.99

REVIEWED: MT 21

More of the same Sonic-style gameplay, with CD-quality music and an animated intro thrown in. There's also a novel time-travel feature, but overall it's a disappointment offering, nothing radically new for Sonic-o-philes.

MT RATING: 94%

SPIDERMAN VS KINGPIN

BY SEGA

PRICE: IMPORT

REVIEWED: MT 24

Basically the same formula as the Spiderman cart game, but with a big 50 levels and more moves for Spidey himself. Plus there's a Q-Surround soundtrack and loads of animated cartoon intermissions.

MT RATING: 84%

TERMINATOR CD

BY VIRGIN

PRICE: £49.99

REVIEWED: MT 26

The cart-based game wasn't really as good as everyone first thought, but it was much better than this. The FMV is from the film, but you can't tell - it looks so appalling. Run around shooting robots which eventually gets tiresome.

MT RATING: 69%

THUNDERHAWK

BY CORE DESIGN

PRICE: £44.99

REVIEWED: MT 22

The first game to really use the Mega-CD's 3D chips, and a highly impressive combat game it is, too. A fast and furious shoot'em-up featuring 3D effects that knock Nintendo's Mode 7 efforts into a cocked hat, plus a raucous rock soundtrack. A real 'must have' for Mega-CD owners.

MT RATING: 91%

TOMCAT ALLEY

BY SEGA

PRICE: £39.99

REVIEWED: MT 29

Marketed as an air-combat sim, but is just some nice FMV footage of planes exploding and cloud-splattered skies strung together to form more a CD-based movie than anything else. Quite different to other games of this style and if we admit it, quite fun at times.

MT RATING: 72%

WOLFCHILD

BY SEGA

PRICE: £39.99

REVIEWED: MT 16

A conversion of an old Amiga platform game, this puts you in the skin of an unfortunate chap who turns into a wolfman at regular intervals. Not bad, with lots of blasting, nasties and intricate locations to shoot your way out of.

MT RATING: 82%

WONDER DOG

BY JVC

PRICE: £39.99

REVIEWED: MT 12

Wonder Dog has just crash-landed on Earth and has to get back to his home planet by hopping around platforms and dodging hostile weirdoes. Great graphics and sound, but easy.

MT RATING: 82%

WWF RAGE IN THE CAGE

BY: ACCLAIM

PRICE: £44.99

REVIEWED: MT 26

Acclaim continues its wrestling series by releasing yet another game that is almost identical to the others. None of the CD's features have been used, apart from the obligatory atrocious FMV. Get Royal Rumble instead.

MT RATING: 72%



MEGA DRIVE



AEROBIZ

BY: SEGA

PRICE: IMPORT

REVIEWED: MT 21

An airline management sim for the Mega Drive... and it's really good, too. Strategy buffs will cream over this!

MT RATING: 90%

ALADDIN

BY: SEGA

PRICE: £44.99

REVIEWED: MT 23

Probably the most gorgeous-looking MD platform game you're ever likely to see. It's very playable too, although there's nothing really new gameplay-wise and it plays very similarly to Cool Spot. Definitely a treat for the eyes though.

MT RATING: 90%

ALIEN 3

BY ARENA

PRICE: £39.99

REVIEWED: MT 9

Nothing like the film of the same name, this game puts you in control of a mega-weapons-toting Ripley on a platform crusade to waste those aliens and rescue the cocooned humans. It has excellent sound effects, music, graphics and gameplay, plus it's challenging too.

MT RATING: 94%



ANOTHER WORLD

BY VIRGIN

PRICE: £39.99

REVIEWED: MT 14

A scientist is transported by a twist of fate and a particle accelerator to Another World, where he has to somehow evade death at the hands of evil spudhead aliens. It's a one-time trip, but the ace graphics and animation, and the way puzzle, adventure, platform and shoot'em-up action is combined make it worth it.

MT RATING: 86%

AYRTON SENNA'S SUPER MONACO GP 2

BY: SEGA

PRICE: £49.99

REVIEWED: MT 6

Update of the excellent 3D race game with extra tracks, better sounds, slightly tweaked gameplay and digitised pictures of Ayrton Senna looking decidedly grumpy. However, F1 World Championship has recently stolen this game's 'Best MD Racing Game' crown.

MT RATING: 90%



BARE KNUCKLE III

BY SEGA

PRICE: IMPORT

REVIEWED: MT 29

Next instalment in the Streets Of Rage saga that is surprisingly quite playable. Reasonable graphics with plenty of colour and your usual bouncy soundtrack. Not enough of a challenge. Look out for the official version which apparently boasts a few changes.

MT RATING: 90%

BARKLEY: SHUT UP AND JAM

BY: ACCOLADE

PRICE: £44.99

REVIEWED: MT 27

Playable basketball game that offers little in the way of real gameplay and tactics. It may be licensed and endorsed by a famous player, but it is just average.

MT RATING: 70%

BATMAN RETURNS

BY: SEGA

PRICE: £39.99

REVIEWED: MT 12

Based on the second Batmovie, this pits Batman against Catwoman and The Penguin in a variety of platform beat'em-up scenarios with lots of levels and quite a lot to do. Action is very frustrating, though. Not for novices.

MT RATING: 76%



BELLE'S QUEST

BY: ACCLAIM

PRICE: £39.95

REVIEWED: MT 26

In an attempt to please both sexes, two Beauty and the Beast games have been released and they are both completely patronising. This is the girls' version and is all twee with lovey dovey puke bits in. Having said that, Julian loved it because there is a fair bit to do, even though it is on the whole a bit too easy.

MT RATING: 78%

BIO-HAZARD BATTLE

BY: SEGA

PRICE: £39.99

REVIEWED: MT 11

Take control of a laser-armed insect-fish-ship-thing on a mission to wipe out a wide variety of mutant insects in this one or two-player blast. It features spectacularly gross graphics and good extra weapons systems.

MT RATING: 88%

BLOCK OUT

BY: ELECTRONIC ARTS

PRICE: £34.99

REVIEWED: PRE-MEGATECH

A sort of 3D Tetris in which you have to dump oddly-shaped blocks together in a well to make solid layers. A totally addictive one or two-player puzzler.

MT RATING: 91%

BUBBA 'N' STIX

BY: CORE DESIGN

PRICE: £39.99

REVIEWED: MT 27

Unique platform adventure about a zoo keeper and his living stick. Negotiate the platforms and use the stick in a variety of ways to solve the different puzzles.

MT RATING: 83%



CASTLEVANIA

BY: KONAMI

PRICE: £44.99

REVIEWED: MT 26

The popular Nintendo series



makes a welcome debut on the Mega Drive, and a darn good one it is too. Run around the platforms killing vampires and various other monsters in a bid to rid the world of Count Dracula and family. **MT RATING: 90%**

CHAKAN

BY: SEGA
PRICE: £39.99
REVIEWED: MT 15
Chakan is an undead swordsman who has to hack up all platform-based supernatural evil before he can settle down for an eternal rest. Excellent graphics and lots of variety in the later levels, but there's a bit too much challenge and not enough fun. **MT RATING: 73%**

CHUCK ROCK II

BY: CORE
PRICE: £39.99
REVIEWED: MT 21
Chuck's club-wielding son is the star of this sequel to Core's original crazy caveman caper. Colourful, fun platforming with the same blend of humour and prehistoric sprites as the original, but nothing really new. **MT RATING: 86%**

COMBAT CARS

BY: ACCOLADE
PRICE: £39.99
REVIEWED: MT32
A brave attempt to rival Micro Machines that sadly fails miserably. There is a two-player mode but the whole thing is just too hard. **MT RATING: 62%**

CORPORATION

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 4
A huge 3D adventure with a bit of shoot'em-up action, in which you have to get past the security robots in a high-tech office building. Good graphics accompany unusual and absorbing gameplay. **MT RATING: 87%**

D

DAVID ROBINSON'S SUPREME COURT BASKETBALL

BY: SEGA
PRICE: £39.99
REVIEWED: MT 6
Become the basketball champions of the USA in this semi-sim which puts the management of the squad in your hands, as well as the on-court action. Strikes the right balance between realism and fast arcade action. **MT RATING: 83%**

DAVIS CUP TENNIS

BY: DOMARK
PRICE: £39.99
REVIEWED: MT19
The best tennis game on the Mega Drive features super-fast gameplay, an excellent range of features – loads of players to play against, a good range of moves, different surfaces to play on and singles and doubles tournaments around the world to compete in. **MT RATING: 90%**

DESERT STRIKE

BY ELECTRONIC ARTS
PRICE: £39.99

REVIEWED: MT 3
Lay waste to a mad dictator's desert army, rescue hostages and blow up his 'baby milk factories' in this helicopter shoot'em-up with lots of variety, great graphics and terrific gameplay. **MT RATING: 93%**

DRAGON

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 32
Bruce Lee makes his Mega Drive debut in a three-player simultaneous fighting game that happens to be rather spiffing. **MT RATING: 85%**

DRAGONBALL Z

BY: BANDAI
PRICE: £39.99
REVIEWED: MT31
Bizarre and completely off-the-wall fighting game that makes a change from the rest of the dross going around at the moment. Some of the special moves are so over-the-top it is untrue and the game in general reflects the Anime series quite well. **MT RATING: 75%**

DRAGON'S FURY

BY: TENGEN
PRICE: £39.99
REVIEWED: MT 1
Originally reviewed as Devil Crash (the Jap version), this is a pinball game which lets you bash a ball around a three-screen-high scrolling table and eight bonus sub-tables, all populated with little devils and ghostly monks. Great graphics, sound and pinball feel. **MT RATING: 91%**

E

ECCO THE DOLPHIN

BY: SEGA
PRICE: £39.99
REVIEWED: MT 13
Take the role of a dispossessed dolphin who has to solve the puzzles blocking your way in over 20 undersea mazes, in order to find your mates who have all mysteriously disappeared. The original concept combined with wonderful graphics and amazingly engrossing gameplay make this a classic. **MT RATING: 94%**

ETERNAL CHAMPIONS

BY: SEGA
PRICE: £59.99
REVIEWED: MT 25
Rock hard one-on-one beat'em-up with massive longevity, although it loses out to Street Fighter II CE in the instinctive play and fluid combos departments. It's worth a look at if you are terminally bored with repeatedly defeating Bison, though. **MT RATING: 82%**

EX-MUTANTS

BY: SEGA
PRICE: £39.99
REVIEWED: MT 12
A platform game based on the cult comics, in which you play a heavily-armed hero or heroine on a mutant-mashing mission to rescue your fellow heroes. Challenging and fun, it captures the atmosphere

of the comic well, although the graphics are a bit cheesy. **MT RATING: 89%**

F

F1 WORLD CHAMPIONSHIP

BY: DOMARK
PRICE: £44.99
REVIEWED: MT 20
This official Formula 1 game, featuring all this season's international tracks, is the best racing game money can buy. An incredible sensation of speed, a real racing 'feel', excellent sound and a smart two-player split-screen head-to-head option put it right up there in pole position on the grid. **MT RATING: 94%**

F-15 STRIKE EAGLE II

BY: MICROPROSE
PRICE: £44.99
REVIEWED: MT31
A competent game but sadly the delay in releasing it makes it look very dated. This is a case of too little, too late. It's still fun though and any would-be Top Gunners could do worse than to have a gander at this. **MT RATING: 69%**

FATAL FURY 2

BY: TAKARA
PRICE: IMPORT
REVIEWED: MT 30
Better than the original game with bigger sprites, animated backgrounds and more characters. However, it lacks real variety and the special moves aren't really all that special, leaving the game sadly lacking. Street Fighter II is old news now, but it still beats the crap out of Takara's newbie. **MT RATING: 67%**

FIDO DIDO

BY: KANEKO
PRICE: £39.99
REVIEWED: MT 26
After Cool Spot, another 7-Up character gets to star in his own game – this time it's Fido Dido's turn. The gameplay is quite varied with lots of weird and wacky sub-games, but some of the main platform parts can be quite frustrating. **MT RATING: 82%**

FIFA INTERNATIONAL SOCCER

BY: ELECTRONIC ARTS
PRICE: £44.99
REVIEWED: MT 24
Certainly the best footy game on the Mega Drive, probably the best on any system, FIFA is everything you could ever want from the game. Incredible animation, loads of spectacular moves, fine strategic options, great playability and the radical new 'Grandstand' isometric perspective make this a real classic. The sound helps to give a real 'big match' atmosphere too. At the end of the day football is the winner, Brian. **MT RATING: 92%**

FLASHBACK

BY: US GOLD
PRICE: £44.99
REVIEWED: MT 18
Scientist Conrad Hart has to

uncover an alien plot to destroy the human race in this huge platform adventure. All sorts of Prince of Persia-type puzzles and guard-shooting antics abound in the five levels, although finishing it doesn't take all that long. **MT RATING: 94%**

G

GAUNTLET 4

BY: TENGEN
PRICE: £39.99
REVIEWED: MT 22
The classic coin-op finally converted to the MD, and it's not just arcade-perfect – it's arcade-better! You get not only the original version, but also three other modes and up to four-player simultaneous action too. A classic. **MT RATING: 94%**

GHOSTBUSTERS

BY: SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH
Choose your favourite Ghostbuster, ready your proton pack and exorcise a whole load of unwelcome spooks from platform-laden houses, thus uncovering a supernatural plot to plunge the entire city into the seventh level of Hell. It goes on for ages. **MT RATING: 86%**

GHOULS 'N' GHOSTS

BY: SEGA
PRICE: £44.99
REVIEWED: PRE-MEGATECH
Conversion of the ghost-slaying coin-op in which Sir Arthur has to rescue his princess from the clutches of a demon and his army of spooklings. Lots of platforms to jump around and plenty of extra weapons to pick up. Looks great, plays great, great music. Just great. **MT RATING: 93%**

GODS

BY: MINDSCAPE
PRICE: IMPORT
REVIEWED: MT 11
Lots of Greek mythology stuff here, as you control the platforming activities of a warrior who has to brave Harpies, Minotaurs and lots of other monsters in your quest to solve puzzles and generally embarrass the gods of Olympus. Excellent graphics with decent puzzle/shooting/platforming gameplay, although it is frustratingly difficult. **MT RATING: 89%**



GUNSTAR HEROES

BY: SEGA
PRICE: £39.99
REVIEWED: MT 21
Mega-blasting arcade shoot'em-up action of the finest order, with ear-splittingly superb sound. One or two-player mayhem ensues as you blast your way through a variety of superb backdrops swarming with gangs of baddies. Incredible animation and a high degree of originality. **MT RATING: 95%**

GYNOUG

BY: SEGA
PRICE: £39.99
REVIEWED: MT 5

Angel Gynoug has to rid the underworld of all sorts of nasty demons in a horizontally-scrolling shoot'em-up with fast gameplay, lots of power-ups and spectacular bosses. **MT RATING: 91%**

H

HARDBALL '94

BY: ACCOLADE
PRICE: £39.99
REVIEWED: MT32
A decent baseball game that for some reason doesn't seem to be as good as the others in the series. **MT RATING: 74%**

I

THE INCREDIBLE HULK

BY: US Gold
PRICE: £TBA
REVIEWED: MT32
A semi-decent platform game that has nothing whatsoever in common with the licence that it is based on apart from the fact it has got that large, tough green bloke in it. **MT RATING: 82%**

INTERNATIONAL RUGBY CHALLENGE

BY: DOMARK
PRICE: £39.99
REVIEWED: MT 19
This Kick-Off-esque Rugby sim allows you to play in the big three international RU tournaments – Triple Crown, Five Nations and World Cup. Just about all the rules of the sport are observed, and clever control devices make it easy to carry out more unusual moves, although the computer teams are a little too good. **MT RATING: 75%**

J

J-LEAGUE PRO-STRIKER

BY: SEGA
PRICE: IMPORT
REVIEWED: MT 19
Until FIFA Soccer came along this was by far the best and easily the most playable football game available for the Mega Drive. It's the official game of the Japanese league, featuring all the teams and a choice of tournaments. The style is reminiscent of Kick-Off, but the graphics and player animation are miles better and the ball movement has been captured perfectly. It's compatible with the Sega Tap too, so up to four players can enjoy the high-energy footie action. The only drawback with this game is that all the text is in Japanese! **MT RATING: 93%**

JEOPARDY

BY: GAMETEK
PRICE: IMPORT
REVIEWED: MT 30
Bizarre conversion of the television quiz show. God-awful graphics, even worse sound and about as much playability as a brick. Good

for those dreary family get-togethers though, but unfortunately the questions are all American-related.

MT RATING: 55%

JOHN MADDEN '92

BY: ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT 1

Electronic Arts' second American football game is arguably the best of the lot. A 3D pitch display and lots of player involvement with tactics, plays and steering your squad of little sprites around the screen make you feel like you really are in the thick of the action. In fact, John Madden '92 is such a smart game that you are bound to enjoy it even if you don't care too much for American football.

MT RATING: 95%

JOHN MADDEN FOOTBALL '93

BY: ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT 12

Classic teams, more speech, battery save and extra moves are what this game has over John Madden '92. Apart from that, it is practically the same game, so don't consider buying this version if you've already got the other (unless you're a real gridiron nutter).

MT RATING: 88%

JOHN MADDEN NFL FOOTBALL '94

BY: ELECTRONIC ARTS

PRICE: £49.99

REVIEWED: MT 23

Gone is the original Park Place game engine, to be replaced instead by a tweaked version of the Bill Walsh College Football engine. In this version, over 50 NFL teams plus great teams from the past and John Madden's all-time great team are featured, but sadly the graphics and gameplay are inferior to previous versions.

MT RATING: 84%

JUNGLE BOOK

BY: VIRGIN

PRICE: £44.99

REVIEWED: MT 30

Excellent platformer based on the classic Disney film, but the game design is ripped straight from Aladdin and Cool Spot with almost identical animation. Good fun, but it's far too easy to have much lasting appeal.

MT RATING: 83%

K

KING OF THE MONSTERS 2

BY: TAKARA

PRICE: £39.99

REVIEWED: MT31

Oh deary, deary me. The first one was bad and this isn't really an improvement. Big monsters fighting may sound like your cup of tea, but this is dreadful and completely boring. Avoid at all costs.

MT RATING: 69%

KLAX

BY: TENGEN

PRICE: £34.99

REVIEWED: PRE-MEGATECH
This is an extremely playable, Tetris-derived puzzle game in which coloured tiles roll down a conveyor belt and have to be caught and tossed into a bin in order to make point-scoring patterns.

MT RATING: 85%



L

LANDSTALKER

BY: SEGA

PRICE: £59.99

REVIEWED: MT 23

The MD's answer to Nintendo's Zelda series, and an excellent graphic RPG it is too. Loads to explore, a brilliant story-line and loads of other stuff – basically it's excellent.

MT RATING: 93%



LEMMINGS

BY: SEGA

PRICE: £39.99

REVIEWED: MT 11

Get the suicidal Lemmings across obstacles and into their home in this conversion of the classic puzzle game which has all the features of the original and more levels.

MT RATING: 92%

LOTUS TURBO CHALLENGE

BY: ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT 12

Drive Lotus Esprits and Elans around increasingly tortuous tracks, with ever-worsening weather conditions to add further to your troubles. Excellent split-screen two-player mode. The weather effects are nice, but as a whole the graphics could have been better.

MT RATING: 85%

M



MARIO ANDRETTI

BY: EA

PRICE: £39.99

REVIEWED: MT32

A very poor racing game from the same people who brought us Lotus and Road Rash. What a step backwards this is.

MT RATING: 40%

MARKO'S MAGIC FOOTBALL

BY: DOMARK

PRICE: £39.99

REVIEWED: MT 30

Variation on the Soccer Kid theme. Great cartoony feel with some gorgeously colourful graphics and fluid sprites. Plenty of levels but gets a little repetitive. Your average platform game with a football thrown in for good measure.

MT RATING: 73%

MAZIN WAR

BY: SEGA

PRICE: £39.99

REVIEWED: MT 18

Dash along a series of levels, hacking apart anything and everything you encounter. You're presented with challenge after challenge, including some absolutely massive bosses. Could be better-looking, but it does play well.

MT RATING: 90%

MEGA-16-MANIA

BY: VIRGIN

PRICE: £39.99

REVIEWED: MT 13

Populous-style strategy game in which you have to lead your race of people out of the Stone Age and into the future by teaching them to build weapons and implements which help them conquer nearby races. Very easy to get into, and the quantity of features and quirky touches (such as the digitised speech) make it fun from start to finish.

MT RATING: 92%

MEGA TURRICAN

BY: DATA EAST

PRICE: IMPORT

REVIEWED: MT 29

Nice Japanese style graphics with plenty of colour and detail. The gameplay is sadly repetitive due to a distinct lack of variety, once you die there's no incentive to continue, but it is enjoyable to start with.

MT RATING: 70%

MICK AND MACK: GLOBAL GLADIATORS

BY: VIRGIN

PRICE: £39.99

REVIEWED: MT 15

Mick or Mack join up, somehow, with McDonalds (of international hamburger infamy) to fight various environmental threats (such as blobby slime monsters and mad beavers) in this platform game. It's all a bit too simple to be interesting for very long, although the graphics are smart and gameplay is fast and jolly.

MT RATING: 81%

MICKY MOUSE IN CASTLE OF ILLUSION

BY: SEGA

PRICE: £39.99

REVIEWED: PRE MEGATECH

Mickey Mouse has to rescue his missus, Minnie, from an evil witch by the name of Mizrabel in this cute and cuddly platform adventure with lots of Disney-

esque monsters. It's very playable, but a bit easy to complete.

MT RATING: 84%

MICRO MACHINES

BY: CODEMASTERS

PRICE: £34.99

REVIEWED: MT 15

Simple but superb one or two-player race game in which you have to steer your toy car/boat/helicopter (the Micro Machines of the title) around tracks set up on the beach, the breakfast table, in the garden and more. Tremendous fun.

MT RATING: 92%

MORTAL KOMBAT

BY: ACCLAIM

PRICE: £49.99

REVIEWED: MT 21

A faithful conversion of the incredibly popular coin-op, this is your typical one-on-one beat-'em-up in a sub-Street Fighter style. Digitised fighters with easily pulled-off special moves, lots of corny gore via the well-known cheat mode and an excellent soundtrack make it enjoyable to play, but not quite in the same league as you-know-what.

MT RATING: 90%

MUHAMMAD ALI BOXING

BY: VIRGIN

PRICE: £39.99

REVIEWED: MT 15

Park Place (the original programmers of the John Madden and EA Hockey games) designed this boxing sim in which you can help the legendary Ali recapture his title by beating off nine other challengers. The 3D boxing ring graphics, the controls and the whole feel of the game capture the there-in-the-ring atmosphere better than any other boxing game.

MT RATING: 92%

MUTANT LEAGUE HOCKEY

BY: EA

PRICE: £44.99

REVIEWED: MT 27

Funny variant on the NHLPA games, where you can literally smash each other to death on the ice! Lots of obstacles and funny animation make this a great game.

MT RATING: 78%

N

NBA JAM

BY: ACCLAIM

PRICE: £44.99

REVIEWED: MT 27

Excellent action basketball game, especially in multi-player mode. A good conversion of an average arcade game.

MT RATING: 86%



NHLPA HOCKEY '93



BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 10
Ice hockey simulation which is a slight advance over its predecessor, EA Hockey. One or two-player options, league championships and that essential ingredient in any hockey game – a punch-up sub-game for when the players start to get under each others' feet. Superb, fast, end-to-end hockey action with a wonderful two-player option.
MT RATING: 89%

NHL HOCKEY '94
BY: ELECTRONIC ARTS
PRICE: £44.99
REVIEWED: MT 22
Features slightly faster gameplay, more statistics, new one-timer shots, improved action replay facility and, most importantly of all, compatibility with the Four-Way Play. Sadly, the punch-ups have been cut out, but if you really feel you need to have super-fast, four-player ice hockey action then this is definitely the game to get.
MT RATING: 90%

P

PETE SAMPRAS TENNIS
BY: CODEMASTERS
PRICE: £39.99
REVIEWED: MT 30
Good, clean tennis fun, packaged inside one of those newfangled J-Cart devices. Nicely presented with fast gameplay, but the perspective is a little skew-whiff at the top of the screen and it lacks the vigour of Davis Cup.
MT RATING: 79%

PGA EUROPEAN TOUR GOLF
BY: EA
PRICE: £44.99
REVIEWED: MT 27
The third in the highly successful golf series. This is the best of the bunch so far, but it isn't sufficiently different from the others to warrant a purchase if you have either of the other two.
MT RATING: 90%

PGA TOUR GOLF 2
BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 13
Seven 3D courses based on real-life PGA Tour venues. Superb control method provides a perfect feel, as do the excellent graphics. With multi-player and skins tournaments, on-screen advice from the professionals and battery game save – this cartridge is just loaded with features.
MT RATING: 94%

PHANTASY STAR III
BY: SEGA
PRICE: £49.99
REVIEWED: PRE-MEGATECH
Another gigantic RPG with a futuristic fantasy theme. The plot can take several routes across several worlds and through different generations of heroes, so it really does take ages to conquer.
MT RATING: 89%

POWERMONGER
BY: ELECTRONIC ARTS

PRICE: £39.99
REVIEWED: MT 14
Lead your gang of savages to supremacy of a vast archipelago in this pseudo-sequel to Populous. Teach them to build boats and weapons and build up alliances with neighbouring leaders. It's a bit like Mega-lo-Mania only it's slower, less fun and takes a much more serious tack. It's very samey throughout too.
MT RATING: 81%

PRINCE OF PERSIA
BY: DOMARK
PRICE: £39.99
REVIEWED: MT 27
Fun conversion of the old Amiga game which is far superior to the terrible CD version. Great animation only enhances the challenging gameplay.
MT RATING: 82%

PUGGSY
BY: PSYGNOSIS
PRICE: £39.99
REVIEWED: MT 21
Well designed and thought-out platform-based puzzler which is slightly different than your average game of this type. There is no set solution for each problem, and there are several solutions which will enable you to get off each level. Puggsy himself can make use of over 40 different objects.
MT RATING: 90%

Q

QUACKSHOT
BY: SEGA
PRICE: £39.99
REVIEWED: MT 1
Donald Duck has a lust for gold which leads him on a massive around-the-world platform-based treasure hunt, in which he has to enlist the help of various Disney characters and do over various other rather nasty Disney characters. Superb graphics and quite a testing game, although infinite continues do make it much easier to finish than it really should be.
MT RATING: 82%



R

RANGER X
BY: SEGA
PRICE: £39.99
REVIEWED: MT 19
A platform shoot'em-up starring a giant jumping, flying robot with an array of big guns and the occasional use of a hi-tech unicycle and a flying machine. You must travel across the many scrolling zones, taking out a particular type of target and anything else that fires back. Fancy graphics and tough bosses raise this above the

common herd of shooters.
MT RATING: 94%

RAMPART
BY: TENGU
PRICE: IMPORT
REVIEWED: MT 13
Rampart is an odd mix of strategic blasting and a Tetris sub-game in which you have to rebuild the damage done to the castle that you have constructed. Although the game looks about as basic as you can get, it plays superbly, especially in two-player mode. Brilliantly simple mix of game styles.
MT RATING: 90%

RBI BASEBALL 4
BY: TENGU
PRICE: £39.99
REVIEWED: MT 31
A decent baseball game that isn't really any different from its predecessors. Don't bother with it if you own RBI 3, but it is worth a look if you don't.
MT RATING: 77%



ROAD RASH 2
BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12
More no-holds-barred motorbike racing/beat'em-up action from EA, this time with an extra weapon for your biker (a heavy chain) and a split-screen two-player mode. Good, fast, violent fun.
MT RATING: 89%

ROBOCOD
BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 1
Nasty Dr Maybe has hijacked Santa's toy factory, at the North Pole and it's up to famous fish agent, James Pond, to sort things out. Aided by his new stretching cyborg body, Jim has to leap and climb around an absolute stack of platform levels and hidden bits, dodging Maybe's multitudinous monsters.
MT RATING: 85%

ROBOCOP VS TERMINATOR
BY: VIRGIN
PRICE: TBA
REVIEWED: MT 24
Loads of weapons, loads of shooting and loads of violence as you take the role of Robocop with the aim of blowing everything on screen out of sight. This is an ideal game for prospective serial killers out there.
MT RATING: 90%

ROCKET KNIGHT ADVENTURES
BY: KONAMI
PRICE: £39.99
REVIEWED: MT 20
Rocket-powered possum Sparkster has to defend the planet Elhorn against the Black Lord and his pig troops in one of the best platform shoot'em-ups we've seen for a long time. This game looks excellent,

with lots of big bosses and original, inventive levels. A bit easy.
MT RATING: 85%



ROJO TO THE RESCUE
BY: ELECTRONIC ARTS
PRICE: £34.99
REVIEWED: MT 14
A cutesy platform game starring a baby elephant out to find the circus owner who kidnapped his mother and locked up all the other animals he could find. The simple puzzle gameplay has been well thought-out and is enjoyable. Over 100 levels and no password system.
MT RATING: 89%

ROLLING THUNDER 2
BY: SEGA
PRICE: £39.99
REVIEWED: MT 17
This is your basic shoot'em-up in which the two heroes have to leap around the ledges on a scrolling screen dealing lead-flavoured justice to the minions of the sinister organisation. A great conversion of the arcade game, with lots of levels and action.
MT RATING: 89%

RYAN GIGGS SOCCER
BY: ACCLAIM
PRICE: £39.99
REVIEWED: MT 32
This has to be the worst football game I have ever had the misfortune to play. What a shambolic mockery this is.
MT RATING: 25%

S

SENSIBLE SOCCER
BY: SONY
PRICE: £39.99
REVIEWED: MT 24
This classic football sim finally reaches the Mega Drive, but compared to the likes of J-League and FIFA, it comes across as decidedly old-fashioned. Playability is its strong point, but the tiny sprites and dire sound make it drop down the League Table when compared to the two Premier League leaders mentioned above.
MT RATING: 80%

SENSIBLE SOCCER INTERNATIONAL EDITION
BY: SONY IMAGESOFT
PRICE: £39.99
REVIEWED: MT 31
Everyone's fave footy game is back, featuring more teams than ever and every international player! Sit back and play the entire World Cup faithfully with this fabulous footy game.
MT RATING: 95%

SHADOWRUN
BY: SEGA
PRICE: IMPORT
REVIEWED: MT 29
Superb RPG based upon the text-book games. The graphics are a bit samey and grainy to boot, but the complex and absorbing gameplay makes up for any flaws. This is what the Mega

Drive has been lacking.
MT RATING: 95%

SHINOBI III
BY: SEGA
PRICE: £39.99
REVIEWED: MT 21
One of the best MD action titles around. Great, fast-paced action, brilliant graphics and sound and a few new tricks up Joe's sleeve make this a must for all action fans.
MT RATING: 93%

SKITCHIN'
BY: EA
PRICE: £39.99
REVIEWED: MT 27
Road Rash on roller-skates. Race through the roads grabbing hold of car bumpers to gain more speed and win the race. Great fun.
MT RATING: 83%

SOLDIERS OF FORTUNE
BY: SPECTRUM HOLOBYTE
PRICE: £39.99
REVIEWED: MT 28
Enter the Space-Time Continuum and help save the world when the Chaos Engine goes out of control and destroys everything. Excellent gameplay and superbly detailed graphics make this two-player game a real treat.
MT RATING: 92%

SONIC THE HEDGEHOG
BY: SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH
If you don't know about this already, WAKE UP!!!
MT RATING: 83%

SONIC 2
BY: SEGA
PRICE: £39.99
REVIEWED: MT 11
Sonic returns with a small fox buddy named Tails in tow. Once again he has to do battle against Robotnik, but this time there are more traps, more levels, more monsters and...more players. The split-screen mode lets you play as Sonic while your mate takes control of Tails. Looks, plays and sounds brilliant! The 3D bonus game is a real wow! Not as easy as the first game.
MT RATING: 95%



SONIC 3
BY: SEGA
PRICE: £39.99
REVIEWED: MT 27
Surprise – it's a platform game and a darn good one at that. Sonic and Tails are back once more fighting Robotnik who has teamed up with a new character. The best of the series so far.
MT RATING: 93%

SONIC SPINBALL
BY: SEGA
PRICE: £49.99
REVIEWED: MT 24
Sonic goes pinball with five huge levels and a good feel from the flippers and Sonic-ball. Fun and very addictive – the first four levels are pretty easy, but the last one's dead hard. Not really enough there to warrant the asking price.

MT RATING: 86%

SPIDERMAN

BY: SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH
King Pin has planted a bomb under New York and as Spidy you have 24 hours to find the bomb by swinging and crawling around mazes of platforms, whacking and webbing bad guys. Loads of challenging levels, excellent fun.

MT RATING: 91%

STAR CONTROL

BY: ACCOLADE
PRICE: £39.99
REVIEWED: PRE MEGATECH
Take on the 12 spaceships of the Empire race in one of the 12 ships of Earth's Alliance in open space combat. Take on a friend, head-to-head, or play a drawn-out strategy game variation. One of the best two-player MD games.

MT RATING: 90%



STREET FIGHTER II SCE

BY: SEGA
PRICE: £59.99
REVIEWED: MT 23
12 fighters compete in the ultimate competition using all the special moves and techniques available to them. The best MD beat'em-up to date. Best with two six-button pads.

MT RATING: 90%

STREETS OF RAGE 2

BY: SEGA
PRICE: £44.99
REVIEWED: MT 13
Sequel to the excellent urban beat'em-up, with two new characters, more moves and much improved graphics. Amazing graphics and sounds, plus really enjoyable gameplay, although it is rather easy.

MT RATING: 94%

SUBTERRANIA

BY SEGA
PRICE: £39.99
REVIEWED: MT 29
Superb futuristic shoot'em-up based on the classic games of Oids and Thrust. Tricky controls to master but you'll find this hard to put down. Excellent graphics and sound.

MT RATING: 90%

SUNSET RIDERS

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 16
The only cowboy shoot'em-up on the Mega Drive is similar to Rolling Thunder, with much leaping onto saloon roofs, filling bad guys full o' lead and rescuing Wild West women. Two-player co-operative mode, shoot-out option and horseback section are all added bonuses. Excellent fun, but a bit short with only four levels available.

MT RATING: 87%

SUPER KICK OFF

BY: US GOLD
PRICE: £44.99
REVIEWED: MT 15
Loads of options for different footy tournaments, various weather conditions, strip colours – the lot. Plus you get real football teams, British and Continental (although not real players). Super Kick Off's feel and playability is unrivalled by any other football game on the Mega Drive at the moment.

MT RATING: 75%

SUPER STREET FIGHTER II

BY: CAPCOM
PRICE: £TBA
REVIEWED: MT32
It's SF with knobs on. Four extra characters and better gameplay make this the game of '94.

MT RATING: 96%



TAZ-MANIA

BY: SEGA
PRICE: £39.99
REVIEWED: MT 6
Another cartoon becomes a Mega Drive platform game. Taz has to whirl his way around the deserts, jungles and abandoned mines on the hunt for some giant eggs for his breakfast. Marvellous cartoon graphics, music and sound FX, but it's really easy.

MT RATING: 82%

TMNT: THE HYPERSTONE HEIST

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 16
This is a scrolling beat'em-up in which one or two players can take their favourite turtle on a Foot Clan-smashing mission. Tremendous graphics and sound, but the fighting isn't hard work at all and experienced players will be able to beat the game easily.

MT RATING: 87%

TERMINATOR 2

BY: ACCLAIM
PRICE: £39.99
REVIEWED: MT 13
Based on the hit Operation Wolf-style coin-op in which you play a resistance fighter of the future who has to blast away at the never-ending ranks of Terminators. Works with Sega's Menacer light gun to make it even more like the arcade game.

MT RATING: 86%

THIRD WORLD WAR

BY EXTREME ENTERTAINMENT
PRICE: IMPORT
REVIEWED: MT 29
Very in-depth strategy game that will have fans of this genre wetting their knickers with delight. Quite hard to get into, but the plethora of game options will keep you occupied for hours. Nice graphics (not quite up to CD standards though) and excellent speech.

MT RATING: 83%

THUNDERFORCE IV

BY: SEGA

PRICE: £39.99
REVIEWED: MT 9
More space shoot'em-up action, this time with more levels, a couple more weapons and video effects which will knock your eyes out of your head.

MT RATING: 94%

TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 17
Takes all the best bits from the platform genre and welds them together into a great-looking, fast-moving, funny, massive, fluffy and loveable concoction. It's a bit easy though.

MT RATING: 94%

TOEJAM AND EARL

BY: SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH
ToeJam and Earl are two aliens who have crash-landed on a strange world which consists of 20-odd levels. Lots of wacky noises, kooky graphics and the two-player option make the basic gameplay fun.

MT RATING: 82%

TOEJAM AND EARL 2

BY: SEGA
PRICE: £49.99
REVIEWED: MT 25
ToeJam & Earl's second outing on the Mega Drive is a massive 16-meg affair with a more accessible traditional platform format, but crammed with a load of fresh ideas. You can have loads of fun just exploring the wild and wonderful planet. The crazy off-the-wall humour, psychedelic graphics and big, funky sounds will hook you instantly.

MT RATING: 91%



TWO CRUDE DUDES

BY: SEGA
PRICE: £34.99
REVIEWED: MT 5
One or two players can be the crude dudes and fight through post-holocaust suburbia. Cartoonish, comical beat'em-up action with great graphics, great fun, but dead easy.

MT RATING: 84%



VIRTUA RACING

BY SEGA
PRICE: £69.99
REVIEWED: MT 29
Fantastic conversion of the arcade game with incredible speed, graphics and gameplay. Features incredibly fast two-player mode and a somewhat pointless instant replay mode that shows the SVP

capabilities off at least!
Great fun, addictive but very pricey.

MT RATING: 93%



WIZ 'N' LIZ

BY: PSYGNOSIS
PRICE: £39.99
REVIEWED: MT 22
Manic and super-fast game in which your aim is to save bunny wabbits. Two-player mode is great fun and there are loads of bonus games which are accessed by casting fruit spells, helping to pad out the basic gameplay.

MT RATING: 86%

WORLD OF ILLUSION

BY: SEGA
PRICE: £39.99
REVIEWED: MT 12
Mickey Mouse and Donald Duck have been transported into some magical land of crazed Disney characters, and they've got to get around levels of platforms and other obstacles, helping each other out (if you're playing with both characters in two-player mode). Features the best graphics of any Disney game yet. This is definitely aimed at younger players.

MT RATING: 90%



WWF WRESTLEMANIA

BY: FLYING EDGE
PRICE: £39.99
REVIEWED: MT 13
Recreates the shenanigans which make this sport so lively, and lets you participate in tag matches, one-on-ones, survivor series or a WWF Championship. Looks great and gets across the excitement of the 'real' thing.

MT RATING: 84%



ZOMBIES

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 22
Eek! Assorted B-movie baddies are running amok and surprise, surprise – it's your job to round up the civilians. Numerous film tie-in ideas add to the fun, and there are dozens of power-ups and special weapons to collect.

MT RATING: 90%












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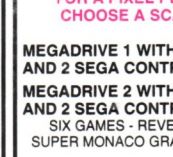
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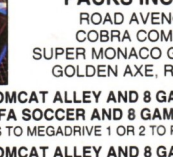
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